

FIRST LOOK AT 16-BIT SUPER MARIO WORLD

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# ELECTRONIC GAMING MONTHLY

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GAME OF THE MONTH

## GHOULS AND GHOSTS

ENERGIZES THE SEGA GENESIS

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# ROBOWARRIOR

**RoboWarrior! Depth... challenge...mystery...electronic terror that pushes players to the limit.**

Here's the game Jaleco created as the answer to what players have been asking us for... challenge... complexity... mystery... action. RoboWarrior delivers depth of play that takes the Nintendo player to his outmost limits.

With 27 stages of play, 12 weapons, 14 enemies, 7 Lords, 6 extra powers, a room of idols, treasureurs, golden keys... and more. RoboWarrior is set on a man-made planet where the human population has been driven underground by an evil, powerful army of marauders.

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12 deadly and powerful weapons defeat fearsome enemies.



LIFE VEST



CANDLE



HYPER MISSILE



SUPER BOMB

Why RoboWarrior is so exciting!



MAGICAL BEE

## THE POWERS!

When collected, six powers step up the effect of the weapons. Here are two of these powers.



ENERGY CAPSULE



LIFE POD

## THE ENEMIES!

RoboWarrior has to eliminate as many enemies as he can throughout the game. Here are some of the 14.



MECHA BIRD



WANE



WISP

## THE LORDS!

RoboWarrior's 27 stages include 7 Lords of Evil. Some of these are:



LIAN,  
LORD OF AIR



GLOBULA,  
LORD OF AMOBES

## ROOM OF IDOLS!

RoboWarrior must find the secret way into the Room of Idols. Beneath some idols are hidden valuable objects necessary to continue the game.



## THE CHALICE!

In certain stages the Chalice appears, and unlocks the power of the key. Its magical powers help RoboWarrior toward his goal, so he must watch for the Chalice and carry it forward.



THE CHALICE



GHOLEM, LORD OF STONE

## THE KEY!

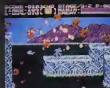
At the end of every game stage is the Key, necessary to exit to the next stage.





*The Review Crew takes on Bad Dudes and more! Find out how it and others did this month!*

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*Ninja Gaiden 2 for the NES. Check out all the new soft in this regular column!*

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## COVER STORY - GHOULS AND GHOSTS .....36

Heralded by EGM as one of the best video games of all time, Ghouls and Ghosts is bound to sell Genesis machines just as well as Mario sells Nintendo! This fantastic 16-Bitter packs a full five meg of power to generate some of the slickest graphics, most brilliant sounds, and exciting game play we've ever seen! See if you agree in this special Ghouls and Ghosts Game of the Month spectacular - complete with reviews, tips, and maps!

## BEHIND THE SCREENS LOOKS AT GAMEBOY .26

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## A NEW LOOK AT THE P.C. ENGINE .....28

Although NEC has finally given the go-ahead to the P.C. Engine on these shores under a new name, Japan is still buzzing over the 8-Bit machine that does all the things the 16-Bitters do. Get sneak peeks at loads of new P.C. Engine games that may be coming this way for the TurboGrafx, as well as the latest updates on the Super Famicom and the first look at a new 32-Bit system!

## TOP SECRET! .....40

The Game Busters strike again with a whole new assortment of super secrets that will let you become video invincible! Great tips for the TurboGrafx and Genesis, combined with all new tricks for Nintendo and Sega, make this "For Your Eyes Only" info more valuable than a Super Mario 3 cart! Lots of new stuff from readers too!

## P.O.W. - THE WAR RAGES ON .....46

EGM continues its "How to Master" photo maps of SNK's latest battlefield epic! Get Bart out from behind enemy lines and take on the ruthless leader of the Government of Destruction! Also look for new maps on River City Ransom, Scramble Spirits, Blazing Lasers, and more!

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GET SET FOR

# RADICAL ACTION



Stand by, gamers! Capcom introduces two new thrilling games to its Nintendo series. And as always, the graphics are hot and the action intense.

First, experience the ultimate character adventure game! As MegaMan, you must conquer and control the night warriors of the evil Dr. Wily. But beware of his sinister robots that rain each rapier. Their special powers present a unique challenge at every level.

Then, prepare for undercover action as the Strider. Your orders are to enter Russia and infiltrate the Red Army, retrieving army secrets to your superiors. But be extremely cautious. You know what the Russians do to spies!

So get set for radical action in these exciting additions to the Nintendo Entertainment System. From Capcom, U.S.A.



MegaMan 2 Screen Shot



Strider Screen Shot

**CAPCOM®**

# ELECTRONIC GAMING NUMBER 4

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# insert coin

## YOU ASKED FOR IT, YOU GOT IT... MORE SEGA!!!

Out of all the mail we receive each month here at EGM, one topic is discussed more by readers than any other. While there has been universal interest in the new 16-Bit game systems and developments in the hand-held field, the one theme that constantly appears in your letters is our coverage of the Sega systems.

Many gamers accuse us of abandoning Sega by giving more play to the Nintendo, arguing that the majority of the editorial and advertising is geared towards the 'N' machine. This is not the case. Despite our equal interest in both systems, there are simply more games available for play on the NES as well as more NES owners. That is the primary reason why we devote more attention to the Nintendo systems in our editorial space - not because we like the Nintendo better than the Sega - but because there is more to write about. Unfortunately, there are far fewer companies that have Sega-related products and games to sell, thus reducing the number of Sega ads in our magazine.

With the continuing success of the Master System and the recent release of the 16-Bit Genesis, we realize that you Sega fans out there want more, however, and we're gonna give it to you! Beginning with this issue, EGM is pledged to devoting more pages for Sega reviews, previews, and game maps! Now you'll find even more news and clues for your favorite Sega games! We're committed to expanding our Sega coverage in the months to come and look forward to becoming the number-one resource for new Sega games and information.

Don't get us wrong, you'll still probably see a few more pages on the NES than you do on Sega, but now you'll also find super maps of great games like Ghouls and Ghosts for the Genesis, mini-maps on Scramble Spirits and Dead Angle for the Master System, previews of upcoming carts like Dynamite Dux and Captain Silver, and a slew of new game secrets. When you think of Sega, think EGM!

Owners of other machines who look forward to the hottest info on all the new games for the Nintendo Entertainment System and GameBoy, the TurboGrafx-16, and the Atari 7800, XE, and Lynx don't need to worry - we're behind your machines 100%. We'll also continue to report the latest releases in the arcade world to try and give you an advance peek at what the home games of tomorrow might be. Covering all of these great games may be difficult, but it's the only way to keep you up-to-date no matter which game system you own.

Steve Harris  
Editor



# EVERYTHING ELSE IS CHILD'S PLAY.

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So look for the Power Glove when it hits stores this Fall. Once you put it on, everything else becomes child's play.



## POWER GLOVE<sup>SM</sup>

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Got a problem? Filled with praise? Open up your mind and become a star in the pages of Electronic Gaming Monthly! If your letter impresses us enough we'll put your name in lights (well, actually in black ink) for thousands to see! Send your video gaming escapades to us at: Sendai Publications, Interface-Letters to the Editor, 1920 Highland Avenue, Suite 300, Lombard, IL 60148.

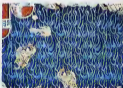
## Interface Problems

Wow, what a great magazine! I'd like to shake the hand of everyone who works at EGM for all of the awesome coverage and previews you guys have shared with us. I first heard about the P.C. Engine from your mag last fall, and have since purchased one based on your review.

I own a NES, SMS, C-64 and P.C. Engine. I've been comparing your pictures of the TurboGrafx-16 to my NEC and the card slot sure looks familiar. I was just wondering if the P.C. Engine and the TurboGrafx games will be compatible.

Ed Mallin  
Park Ridge, NJ

*(ed. Sorry Ed, but your P.C. Engine investment won't pay off on the Turbo. The pin configuration of both machines is different so Japanese software won't work on the new NEC system.)*



The TurboGrafx-16 version of R-Type is the best that we've seen so far, with very few flicker problems.

## A Case of Mistaken Identity

I thought your article on the 16-Bit systems was awesome! I have a question about the TurboGrafx-16 machine. You said it used cards similar to the Sega Master System's cards. Since they are close to being identical, could you play Sega cards on the

TurboGrafx, or vice versa?  
Keep up the good work!

Joe Neikirk  
Montville, NJ

*(ed. While they appear the same, the Sega Master System and the TurboGrafx are about as different as Super Mario Bros. One and Two! The cards used in the P.C. Engine, TurboGrafx and the new Atari hand-held are essentially the same as the cartridges used in the NES and other popular game machines. Instead of using the entire chip to hold the game, the cards use only the area of the chip that contains the memory.)*

## On Again, Off Again

Since the NEC TurboGrafx has the same 6502 processor that the NES has, would a game as complex as R-Type cause problems like blinking and flickering like most Nintendo games do?

Joe (Score Breaker) Negrete  
Lincolnwood, IL

*(ed. Although R-Type uses advanced graphics and animation routines there is very little flicker in the prototype Turbo card that we played. The NES processor can only handle a small number of objects or characters on the screen, hence the distracting flicker that is found in some games. The 6502 used in the Turbo is an advanced version of the stand-*

*and 6502 that enables it to manipulate more screen information!)*

## Disagrees with Donn

You probably won't print this, but I hope you do. In issue number two, I think that Reggie Jackson Baseball was misjudged. Not only does it deserve a "10", but it is very fun to play, the opposite of what Donn said. I've played all the baseball games for the Nintendo and I feel RJB has better graphics, is more realistic and more exciting.

Anonymous

*(ed. We appreciate your comments, Mr. Anonymous! The main reason for our multiple player review format is to give you the ability to read the opinions of several gamers who each have different likes and dislikes. There's nothing wrong with the fact that you liked RJB more than Donn. Generally the entire review crew gave it shining ratings that are well above average. Your praise for the game shows that great gamers think alike! Seriously, when only one reviewer looks at a game, they might enjoy game play that has little appeal to anyone else or vice versa. By having four players who know games inside and out review each title, you know you're getting an honest, unbiased appraisal of the game that won't leave you bummed after you've put down your forty or fifty bucks!)*

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# BAD DUDES MAKES DOUBLE DRAGON PALE BY COMPARISON

Ask anyone who's played them both in the arcade. Bad Dudes is clearly the game of choice. It's no contest.

BAD DUDES has better graphics. Better action. Better playability. From the arcade to the Nintendo to computer formats, you can count on a better game with BAD DUDES. And we're even available on more systems than they are.

The joystick play is incredible—fast, smooth and responsive. And the game play and graphics of the home versions are amazingly true to the arcade original.

Check it out for yourself. The martial arts excitement of BAD DUDES makes Double Dragon play like a dinosaur. One soon to be extinct.

BAD DUDES. From Data East. Now available on Commodore, IBM, Tandy, Amiga, Atari ST and Apple II personal computers and the Nintendo Entertainment System.



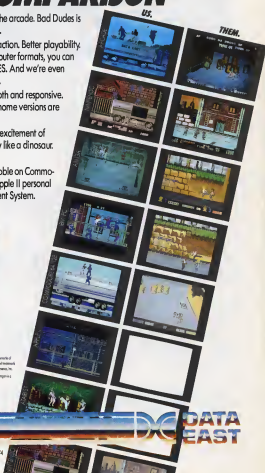
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**DATA  
EAST**

# ELECTRONIC GAMING REVIEW CREW



## TMNT

Type: Action/Adv. Release: Now  
Levels of Play: -- Difficulty: Easy



The "heroes in a half-shell" make their video game appearance courtesy of Ultra in this adaptation of the comic book cult figures, you control the Teenage Mutant Ninja Turtles on a battle against an evil assortment of nasties. Power-up with pizza and map your progress in the overhead area; TMNT combines side-scrolling action sequences with adventure overtones and even enables you to control all four of the fearless turtles in different ways.

## Bad Dudes

Type: Action Release: Now  
Levels of Play: 7 Difficulty: Avg.



Bad Dudes is a single-player version of the arcade bash-em-up of the same name. You control one of the Bad Dudes through multiple levels of horizontally-scrolling attacks on top of trains, through alleys, and on helicopters. Along the way you'll face countless attacks from all types of deadly Ninjas equipped with throwing stars and killer kicks! Boss villains guard the end of each level, power-up items help expand your attacks, and some amusing vocal effects round out this action cart.

S  
T  
E  
V  
E

The head honcho at EGM has been concentrating on several new shoot-em-ups such as Thunder Force III for the Genesis and Twin Cobra from American Sammy. Several of the new Lynx shooters are also in the process of being mastered.

Teenage Mutant Ninja Turtles is a decent game that has some sequa action sequences that get you down by the adventure aspect of play. Nothing about the game is revolutionary, but it does possess some nice qualities and familiar characters.

Bad Dudes has most of the elements found in the arcade version. There is something about the movement of the characters that is faulty. The graphics are dated, but animated in a jerky fashion. The play remains decent (the two-player combo option is missed) and should please most action fans.

E  
D

Ed still loves the Sega Master System, although a lack of new titles has him somewhat discouraged. New favorites include Dead Angle and Scramble Sports. Oh yes, don't listen to what other people say...he LOVES game meps!

The name says it all. Combine trendy characters with a fun-to-play game and you get an instant hit! With a party wagon for wheeland pizza to eat, who needs anything more! One of the best games this fall!

Another Double Dragon clone. While the game is challenging, it's hampered with a not-so-smooth joystick/layer movement which gets annoying after a while and detracts from the overall fun play. Nothing special, just another average action game.

D  
O  
N  
N

Donn enjoys all kinds of games ranging from the most action-packed shooters to the most difficult RPG entries. He's recently mastered Teio's upcoming Demon Sword, a slew of P.C. Engine games and all of the new Lynx software.

TMNT wasn't overly impressive - I thought it would have been a better considering all of the hype that it received. The gameplay is there and the graphics are nice, but the whole cart didn't meet my expectations. It is good, but I was expecting more.

The graphics and animation in Bad Dudes are not very spectacular and the game is far too easy for anyone but beginning players. The sounds are OK, but the vocal effects at the end of every level (a trademark of the arcade) is poor. The overall play is, in fact, it's just not intense enough to match the arcade.

J  
I  
M

A great all-around gamer, Jim has beaten over 200 games for the Nintendo, Sega, and 16-Bit systems. His recent accomplishments include smashing his way through Strider, Legendary Axe, and Keith Courage in Alpha Zone.

The controls in TMNT are too jerky and it quickly becomes difficult to control your characters. The scrolling also hinders the game by placing you in vulnerable positions. The interim music is cool, but the rest of this cart is a disappointment. Not a true Konami game.

Bad Dudes wasn't as good as I thought it would be. The graphics aren't overly impressive and the overall play isn't that difficult. Fans of Double Dragon-style games might enjoy this one a little while, but it isn't anything special.

## Sky Shark

Type: Shooter Release: 09/30  
Levels of Play: -- Difficulty: Avg.



After a short period of time with no new product, Taito introduces Sky Shark, a vertically-scrolling shooting game that combines fast-action with power-ups, Boss attacks, and other bonus items.

You must fly your vintage warplane over enemy targets on the ground, and around other hostile forces in the air. Certain opponents release power-up capsules that can increase the available number of bombs (which have a large blast radius) and effectiveness of your gunfire! Detailed backgrounds support the action.

Sky Shark has some great scrolling backgrounds and impressive enemies. There's not a lot that's new, but you get your common assortment of weapon power-ups, bombs, and Bosses. But it is a solid shooter with nice visuals. It's repetitive in higher rounds, but as a shooter fan, I loved it!

6

## Defender of the Crown

Type: Strategy Release: Now  
Levels of Play: -- Difficulty: Hard



Adapted from the classic Cinemaware computer game, this new entry from Koru/Ultra introduces Nintendo fans to the type of strategy game that is the breed and butter on PCs.

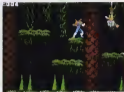
Cast as one of several regional leaders, it is up to you to unite a medieval Great Britain. This is done by successfully competing in several different mini-games which require precise timing and quick reflexes. Defeating your opponents and making shrewd decisions involving troop movements are necessary to winning.

DOTC was an interesting computer game that successfully pulled a beginner-level war gaming with some of the most vivid graphics around. The NES version, however, lacks the sheep visuals and detail and what we end up with is a slow moving cert that will appeal to die-hard war-gamers only.

4

## Strider

Type: Action/Adv. Release: Now  
Levels of Play: -- Difficulty: Avg.



One of the most eagerly awaited Nintendo games to come along in a while! Strider is loosely based on the Capcom coin-op of the same name. The goal of the game is to defeat the Russian army and prevent total world-domination from the pinkies.

Strider combines elements from scrolling action contests and adventures games as well. You must locate specific items to progress to higher levels of play. There is also a limited amount of energy and power that your hero possesses which must be monitored carefully.

Strider offers plenty to interact with, lots of weapons and items to find, and an expansive adventure that will keep you occupied for some time. The graphics are above-average and help complement the rest of the game. Capcom's second hit of the season (behind Mega Man 2)!

7

Sky Shark has great background detail with little screen flicker. Plus, with these positive features it's just a solid 1983-type flying and shooting game that's just extraordinary, but a solid, well-playing game nonetheless.

6

A new type of game that combines the board-style war game with a few action sequences. It's slow, dull, and boring and will appeal only to the simulation crowd. Not nearly as detailed both in terms of graphics and play as the original versions. Not for the average NES player.

3

Capcom's games follow a similar pattern, whether it's Bionic Commando or Mega Man 3, the game are similar. Strider is good, and like Bionic Commando, has a variety of stages to complete. Definitely not the average action game. Strider is a cut above the rest.

8

Sky Shark has very good game play that is too short and has some flaws. Some of the rounds are especially difficult due to the fact that the odder combinations that are used make enemy ships difficult to see. The collision is also a bit more like you're flying a Winnebago than a sleek fighter.

5

DOTC is very tough. In fact it may be too difficult for the average player. The game play holds up, however, despite the lack of sharp graphics. The New Morning Star sequence is a nice addition also. If you want a war game that isn't require tons of documentation, DOTC is for you!

7

If you like games like Bionic Commando, you'll like Strider. It's a very good game that has all the options and features you'd expect to find in this type of game. The one thing I don't like was having to traverse each level and then transfer back to the main screen over and over again.

7

Sky Shark is a good arcade translation that holds true to the original in most respects. The game play is a bit easier than the coin-op and there is no scrolling - you just keep flying through the same five levels over and over again without much change. As a shooter it's O.K., but it could be better.

5

I liked DOTC a lot - the game play is addictive and had me going for hours! The graphics aren't as good as the original version, and are only average for the Nintendo, but the picture scenes ARE really well done. The actual game play is where DOTC excels, however, with many options and difficulty levels.

7

The NES version of Strider is not as good as the arcade, adopting a different storyline and look. The graphics and play are good, but the maze is very complex, and many hidden items to find. The pass-ward isn't really needed because the game isn't too hard, but the last Boss is very challenging.

7

## Spell Caster

Type: Adv./RPG Release: 09/30  
Levels of Play: -- Difficulty: Avg.



Spell Caster is not your typical action/adventure nor your common RPG. Spell Caster blends elements from all of these gaming genres together for a four-mag tour-de-force that may be hard to label, but is never short on play.

You assume the role of a lowly warrior out to prove his good on a quest of utmost importance. To reach your goals you must interact within text screens, side-scrolling action scenes, and do battle with enormous Boss opponents!

Spell Caster is Sega's Simon's Quest. It's not a conventional RPG, but it does have some of the best action/adventure features to appear in a Master System game. Full screen text-screens are also incorporated into the play to make the game long. A good addition to the Sega library!

Spell Caster is a disappointment. The name implies a RPG and it isn't. It definitely is not a Phantasy Star sequel. Except for the pyramid maze, Spell Caster is just a straightforward adventure game with great graphics and a long quest. Spell Caster will have to do, however, until Ultima 4 comes.

Your standard scrolling action/adventure that has been worn by lacking on the Sega 8-Bit. Spell Caster is a good game that shares the same feature overtones with action scenes that you find in Strider and Simon's Quest. It's classic, but something that's nice to see on the Sega.

A four-mag disappointment. Spell Caster doesn't take advantage of its high power, instead you get an action/adventure with a quest that's too simple and doesn't offer a lot of options. There's very little action and the Bosses aren't as difficult as Bosses should be.

## Victory Run

Type: Driver Release: 10/15  
Levels of Play: 8 Difficulty: Easy



The first driving game available for the TurboGrafx-16 incorporates many interesting features that have never been seen in a video driver before. Besides the enhanced graphics and animation that the Turbo offers, Victory Run actually reproduces the feel of real racing by requiring constant gear changes and frequent braking.

As your car parts wear down, you can repair broken items like the brakes and gears with power-ups that are selected before the race - a very original touch!

Victory Run is not overly impressive in terms of graphics realism, but it does introduce some nice features into the standard racing theme. Wearing down your car and fixing it up helps to bring strategic elements into play. The car handles slow in some areas, but this is a good driver regardless.

NEC's version of Out Run. While graphically inferior to Out Run, the game play is superior. The car shifts like a race car should and the power-ups are better than any racing game I did. A difficult game to beat, but one which is hard to put down. Very addictive!

Victory Run is a good driver that has decent difficulty and length. The shifting of gears accidentally becomes annoying early on, but after several plays it gets easier to control. Overall this game is pretty good, however, boasting some nice enhanced graphics.

Probably one of the best driving games to come along for any system. Victory Run has true 3-D effects, shifting hills and curves, and enough variety in its courses to keep you occupied for some time. If you like driving games then this is the one for you.

## Dungeon Explorer

Type: Act./Adv. Release: 11/15  
Levels of Play: -- Difficulty: Hard



A little bit Gauntlet, and a little bit RPG, Dungeon Explorer cleverly mixes high-action shooting, with the spells and secrets that are commonplace in most adventure titles.

You must restore order to a war-torn land by entering a sacred stone and return with it to the king. Along the way, you'll encounter vicious alien attackers who are also out to steal the stone!

Conversation screens, big Boss aliens, and hidden surprises help round out Dungeon Explorer completely.

Dungeon Explorer is the perfect hybrid of action and adventure. The game essentially plays like Gauntlet, but text and adventure screens are thrown in and fit the theme perfectly. Outstanding graphics help complement this card that guarantees a long quest and plenty of thrills!

Dungeon Explorer is filled with mazes that seem to go on forever. Match the best features of the classic Gauntlet with the advanced graphics of the TurboGrafx-16, and you get a better-than-average action/adventure title. Some aid and sub-plots help alleviate the attraction of DE even more.

This game has good play that remains challenging after more than just an hour. The text screens help provide the action by supplying hints on how to escape each maze or fight the Bosses that must be confronted between levels. The continue and multi-player options are also nice.

A Gauntlet-type game with exceptional graphics and music. Great game play is complemented by the screens that help steer you in the right direction. This game is big enough and challenging enough to hold your interest for some time. The password feature is also nice.

## Last Battle

Type: Action Release: 10/15  
Levels of Play: -- Difficulty: Avg.



Last Battle for the Sega Genesis moves and plays in a manner that is very similar to Altered Beast, but revolves around kung-fu action instead.

You are on a quest to defeat an army of manureur who have taken control of several cities. On your way to the areas and confrontations with Boss opponents, you must fight your way through several types of guards - some who are also equipped with deadly weapons.

Highly detailed scrolling backgrounds help bring the battles to life.

## T. Lasorda Baseball

Type: Sports Release: 10/15  
Levels of Play: -- Difficulty: Easy

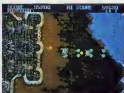


The first of what appears to be many sports-oriented games for the Sega Genesis, Tommy Lasorda Baseball not only injects powerful 16-Bit graphics and sounds, but also increases the number of available options and modes open to the player.

You can control the on-screen fielders, as in most games, but in TL Baseball you can also play a full season, against other teams that are competing against you. Other options are also included and help expand the scope of this cartridge.

## Thunder Force II

Type: Shooter Release: 10/15  
Levels of Play: 9 Difficulty: Hard



Thunder Force II is the Genesis' answer to R-Type and countless other horizontally-scrolling shoot-em-ups. Thunder Force, however, also includes a completely separate battle perspective with overhead rounds that play in a similar fashion to the classic Konami shooter, Time Pilot.

Thunder Force II is loaded with a dozen power-ups that effect your fire power in all kinds of radical ways. The overhead controls require good maneuvering skills, while the side-scrolling scenes always end with high-powered Boss attacks!

Last Battle reminds me of a souped-up version of Altered Beast. The characters are the same size and move at the same speed (at a crawl). The background also scrolls in the same fashion as Altered. There are Boss characters, maps, and more detailed graphics, but the game wasn't that exciting.

TL Baseball is without a doubt, the best video baseball game I've ever played! The graphics are excellent, the sound effects first-class, and the game very enjoyable to play. The easy play and password features are welcome and help add life to a game that is nearly perfect already!

Thunder II is one of the better shooters to come along in some time. The benefits of the 16-Bit graphics and sound are obvious, and the sound effects give you two games in one. The overhead sequence is not as strong as the side-scrolling, but the whole package is definitely top-notch!

Take an average kung-fu game but change the player's size to a three inch stick figure to half the height of the TV screen and you have a whole new type of game. Throw in 16-Bit graphics and multi-layered backgrounds and you have a game that goes from average to excellent!

With the new capabilities of the 16-Bit machine, baseball has taken one step closer to reality. TLB is the best on the market. Players have strengths and weaknesses and the player better know his is the best around. The new standard to which all future baseball games will be compared.

You haven't seen great graphics until you've seen Thunder Force II. It really is the best visuals in a shoot-em-up with both horizontal and vertical fighting sequences. The game has more than enough variety. The action is intense and non-stop. Another example of how much better a 16-Bit cart can be!

There's a lot to do in Last Battle, with separate screens for the scrolling action scenes and an underlying story that expands as you progress. The graphics are well done, and the cart has a decent play time, but the game is not quite as impressive. LB is an average kung-fu koster with a nice suit on.

The graphics in TL Baseball are 16-Bit quality and really bring the sports game to life. The game itself is good, with most of the features found in the real Baseball. The way it tracks the league is cool, but other than that TL Baseball is about the same as the other video baseballs - but with 16-Bit looks.

A very good game! Thunder Force II has a lot of action with loads of enemies to interact with and power-ups to retrieve. The graphics are exceptional - with two scenes and plenty of weapons. This is one shooting game that has it all!

Stunning graphics just can't save this koster game. The characters look awesome and the backgrounds are very detailed, but the game play itself is just your normal Kung-Fu Kester spin-off. The text and map scenes, but they don't add a whole lot to the game itself.

This is your standard baseball, with all the normal windows, batting and fielding modes intact. The game looks incredible thanks to the Genesis' 16-Bit graphics. Probably the best baseball game on the market.

Thunder Force II has graphics and sounds that blow me away. The game is impressive as well, with a ton of power-ups that boost your weaponry to new heights. The side-scrolling scenes are visually impressive, but the overhead scenes are visually average - missing from most shooters.



Romstar's

## TWIN EAGLE

Based on the Taito coin-op, *Twin Eagle* offers two-player cooperative helicopter warfare against a nation filled with tanks, guns, planes, and more. Track your progress on the map, survey your destruction, and then move ahead and lay waste to the ruthless dictator!

Capcom's

## WILLOW

Relive the movie in this intricate action/adventure game! An enormous environment stands before you, with puzzles to solve, items to locate, and power-ups to uncover. Confront the black witch Quon with magic and might and bring peace to the land once again!



American Sammy's

## SILKWORM

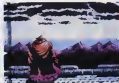
This Tecmo arcade smash introduces an interesting twist on the normal side-shooter theme. Not only do you have the option of two-player simultaneous combat, but you can choose between the command of an airborne

helicopter loaded with rockets, or a land-based jeep outfitted with a machine gun.

Add multiple levels of play and detailed Bosses and *Silkworm* becomes a hot contender in the shooter wars.



## NINJA GAIDEN 2



This blockbuster sequel to the current number one Nintendo game of 1999 continues the adventures of the master Ninja, Ryu. All new levels of play, power-ups, and an explosive story that's loaded with twists and turns guarantee a fun-filled 1990 from Tecmo! Expected to be released sometime next year, *Ninja Gaiden 2* promises to sustain the *Ninja Gaiden* excitement well into the next decade! Look to EGM to keep you updated!



Sega's

## CAPTAIN SILVER

Aye, mates! Captain Silver is here to save the day with his running and jumping skills, as well as his trusty broadsword! Can you guide the Cap'n through the multiple dangers and collect the letters that spell his name?

Captain Silver is Sega's latest attempt at a horizontally-scrolling action/adventure title. Unlike similar Sega games such as Alex

Kidd, Captain Silver concentrates more on the action style found in the popular Nintendo carts like Castlevania. Silver uses smoothly scrolling patterns and throws in some dandy lead guys that keep your broadsword swinging and all of the game action moving along at a brisk pace. One of the more ambitious Sega games recently,



*Swashbucklin' fun! Captain Silver has multiple levels of scrolling action and adventure as you control the lead character on a quest to spell his name!*

Sega's

## NIGHTMARE BASKETBALL

You may have seen dozens of video basketball games that use real-life and arcade approaches, but you've never seen anything like Sega's latest sports title, Nightmare Basketball.

Taking an existing play concept and twisting it around a bit, Nightmare Basketball takes some liberties with the sport of basketball,

throws in new features, and ties everything together with a fast-moving arcade style. The number-one difference between Nightmare and the other video basketballs you may have seen, is the bizarre group of monsters and ghouls that take the court against you. It's a clever feature that supports a unique game!



*Monstrous close-ups like this bring Nightmare Basketball's slammin' and jammin' full court action to life!*

Sega's

## DYNAMITE DUX

Although it's touted as a coin-op hit, Dynamite Dux was given only brief arcade play thanks to the Sun Corporation. Regardless, this horizontally-scrolling action shoot-'em-up uses several interesting styles of animation to make it look and play unlike similar types of games.

Your main character is a punked out duck forced to roam

streets of a pastel world. As you saunter down the roads, brightly colored backgrounds slowly move by and enemy nasties enter the picture. Most of these bad guys are rendered in an overblown manner (with huge heads and small bodies).

The game moves slowly, but should offer plenty of challenge to the younger set.



*Become a punky blue-haired Duck on a lanky quest to blast everything in sight in Sega's upcoming Dynamite Dux.*



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Sega's

## RAMBO 3

The ultimate fighting machine, Rambo, makes his latest video game debut in 16-Bits! Rambo 3, the Genesis' answer to Commando, Ikari, and other vertically scrolling combat shooters, dishes up plenty of new thrills in a package that looks great!

In addition to first-person perspectives, underground tunnels, and full screen, 32-bit photos

of Stallone, Rambo 3 features scrolling scenery that is painted across the screen in vivid detail. Combined with the exceptional animation of our hero going through his paces, Rambo 3 is one of the best looking games in recent memory.

Super-powered graphics and game play promise to make Rambo 3 a classic!



*The Genesis' souped-up graphics bring new life to an old theme. Rambo 3 takes combat shooters to a new high with 16-Bit assistance!*

Sega's

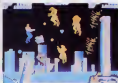
## FORGOTTEN WORLDS

Hot on the heels of the truly incredible Ghouls and Ghosts, Sega brings us another Capcom favorite that mirrors the arcade version practically dot for dot!

In a far off galaxy you and a friend set out to take on an entire alien army above and below a variety of high-res landscapes. Collect the Zenny (the intergalactic currency) that's left behind

when the bad guys bite the dust and buy your way to higher firepower!

Forgotten Worlds sets out to duplicate the coin-op original with dual scrolling, end Bosses that fill the entire screen, and a relentless enemy invasion that introduces one of the deadliest alien armadas you'll ever have to face!



*Take on the leader of the alien war machine during this climactic confrontation! Forgotten Worlds has graphics and game play that are straight from the arcade!*

Sega's

## SUPER HYDLIDE

Phantasy Star was undoubtedly the best selling Sega Master System cart of all time. While Phantasy Star II is set to debut for the Genesis sometime next year, Sega is determined to make sure RPG fans don't despair with Super Hydlide, a fantasy action/adventure that couples a grand storyline with some spectacular 16-Bit graphics!

To complete your quest you must roam throughout the land, exploring castle mazes, speaking with locals, and fighting large Boss creatures.

The Genesis takes this involving adventure and throws in colorful landscapes, castles filled with hideous monsters, and loads to discover, uncover, and experience!



*Super Hydlide introduces 16-Bit technology into the world of Role Playing Games!*

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Start in the city streets and continue through basins, woodlands and the fortress before reaching the heavily guarded nuclear power plant.

With a hit-miss ratio display at the end of each stage, you can improve your attack efficiency.

Have a friend join in and save the world together!

Go for the challenge!!!



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# gaming gossip

...New Mega Drive Titles...Tengen Loses Tetris Lawsuit...New Atari 16-Bit...Lynx Titles...Sammy Opens Coin-Op...  
...More Movie Games...New Add-Ons for the NES...Arcade Version of Genesis From Sega...Sega 007 Cancelled...

...Hot news from the rumor mill! After a bidding war that has lasted since its coin-op debut, undercover sources tell me that Williams' super coin-op, Narc, will appear as a NES game and rumors tell me it's from Acclaim! This is fantastic news for the New York-based licensee who has struck gold this year with Ironsword: Wizards and Warriors 2 and Double Dragon 2: The Revenge. Grabbing up the rights to Narc would insure Acclaim's leadership status through 1990! Way to go guys!...In other licensing news, Absolute has soured to the idea of a Sega Master System adventure featuring James Bond (working title was James Bond 007: Countdown to Meltdown!). Oh well, there goes any hope of the "Shaken, not stirred" power-up!...

...The Atari Lynx is getting itself well-equipped with titles. Atari has nabbed the license to Gauntlet 3 for their Gem Quest game, and Rampage Deluxe for Monster Demolition. Impossible Mission, an Epyx classic, has been retitled Electrocop! A developers conference was orchestrated by Atari Corp. to introduce other companies who are potentially interested in the color hand-held system, so software should start flowing in a big way by next summer...In other Atari news, the company is getting ready to unveil their new line of computers, the STe, later this month in Germany. The first model, the 4160, uses 16-Bit hardware and juices up the existing ST with hardware scrolling and other nifty features. These same enhancements are supposedly shared by the Atari 16-Bit game system that's due sometime in this century...

...Tengen struck out in their recent bid to maintain rights to their NES Tetris. Nintendo, went directly to ELORG (the Russian trade commission) to obtain the rights to Tetris for their GameBoy hand-held and cheerfully learned that the home video game rights had not been snapped up. With difficulties stirring between the big 'N' and Tengen at the time, the lawyers at Nintendo certainly saw this as an opportunity to slap Tengen in the face. If you can find the Tengen version - buy it! It is far superior to the upcoming authorized version from Nintendo...If you can't beat 'em, rip 'em off! Get set for a flurry of Tetris-like puzzle games to start invading arcades around the country! Taito is showing a new game called Plotting, and Konami has one called Cae Brick. More are also rumored from other coin-op leaders...

...Several companies are looking at older arcade titles like Mr. Do! for the GameBoy. Since these games are usually less demanding in terms of graphics and play, they make perfect softs for the low-tech portable...Don't look for the absolutely superb Batman cart to appear until January of 1990. Has Jack Napier gotten a job at Nintendo approving third-party games?...We know that Ninja Gai Den 2 is on the way from Tecmo, but what about a SUPER Mighty Bomb Jack!...Get set for a special stereo surround-sound peripheral coming soon for the NES and Turbo that creates the illusion of cars passing you and other objects flying through your room! More details next issue...

...I've got a question. What happens if Batman or Robocop get shot in the mouth? What a mess!...Things are looking gloomy over in the U.K. The Konix 16-Bit Multi-System that was debated last issue is doubtful for September and may be pushed back even further...While on the subject of Merry Old England, Elite has signed on as one of the first European NES licenses. Their first game is based on the Thundercats computer game and will probably be exported to the states sometime next year...Culture Brain's new Baseball is the most original, to say the least (you can launch a flurry of pitches and have a ton of options). I'm still waiting for the video baseball endorsed by Morganna! That I would like to see!...Gremfins 2 is coming...

...New Coin-Op news! Since Nintendo frowns upon licensees expanding their development to other machines, many third-party companies have opened arcade arms to supplement their consumer divisions and help boost awareness of new home titles. American Sammy is showing Omega Fighter (which will soon be available on the P.C. Engine and Mega Drive in Japan), Culture Brain is planning three titles, and Bandai's recent purchase of Coreland may indicate new arcade overtures...Another arcade company, Philko, is looking to develop on the NES. Philko is one of the first Korean companies to make such a move...Toeplin, the developers of Sky Shark and Twin Cobra, may also follow suit...The TurboGrafx-16 will soon start popping up in arcades. I got a clue from a well-informed source that Sega may start doing the same thing with the Genesis! I guess great minds think alike...

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alien) for himself and his family. **2nd PRIZE:** Another savvy fighter will receive a Sony portable stereo/CD player. **3rd PRIZE:** One more galactic pilot will win a Casio digitizing sampler keyboard. **4th PRIZE:** One hundred electronic warriors will receive sizzling pre-release copies of the next fast-action Taxan game, before they hit the stores.

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**TAXAN**  
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# BEHIND THE SCREENS

News and Views From Around the Video Game Industry...



Come Christmas, GameBoy is likely to be the hottest item around. For this month's "Behind the Screens" column, we interviewed leading industry executives and designers to get a better idea of the future of GameBoy and hand-held games in general.

"Acclaim has several titles in development at this time, and is quite excited about the kinds of games that the technological potential of GameBoy provides. However, it is premature at this time to offer specific title information.

"The introduction of GameBoy, in our opinion, is more a statement of the growing diversity of video gaming and its general acceptance as a truly distinct entertainment medium."

**Sam Goldberg**  
Vice-President of Marketing  
Acclaim Entertainment

"Capcom should have two titles available by the end of the year. They will be competitive games but have not been named yet.

"Hand-held games definitely have a market and the GameBoy is a jump forward in quality. As television quality improves, the hand-held quality will continue to improve. A take-along game makes sense long term."

**Joe Morici**  
Vice-President  
Capcom USA



"Taito will be introducing two titles in the first half of 1990 for GameBoy. Details about these games are not available at this time.

"A good market exists for portable game machines. The key will be quality software. Nintendo does that best, so GameBoy will herald a new category in the video game industry."

**Alan Fetzer**  
President  
Taito Software, Inc.

## "...GameBoy could very well be the Walkman of the 1990's..."

"While we are developing for GameBoy, we have not as yet announced specific title plans. Those plans should be announced in the next 60-90 days.

"Hand-held games have been a consistent, solid category for years, and should continue to be so. However, GameBoy has revolutionized the hand-held market from a technological standpoint and should be greeted with a high degree of consumer acceptance."

**Mark Beaumont**  
Vice-President Marketing  
and Product Development  
Data East USA

*Two of the first GameBoy games will be Super Mario Land and Alleyway.*

"Konami and Ultra will both be supporting GameBoy. Konami's initial release will be Castlevania - The Adventure. Ultra's first will be Metacross Maniacs. Both of these should ship in the fourth quarter of 1989. In early 1990 Konami will release NFL Football, an officially licensed property.

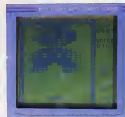
"We believe that the 'ultimate' unit will probably be a hand-held system that can also plug into your T.V. Stay-at-home units will still be the primary vehicle for the next two to four years"

**Emil Heidkamp**  
Sr. Vice-President, Consumer Div.  
Konami, Inc. - Ultra Software Corp.

"FCI will release Boxde for GameBoy. Boxde is a puzzle game with 108 different puzzles and three edit modes.

"GameBoy is going to attract an even wider audience than NES has with its portability and hand-held privacy. GameBoy could very well be the 'Walk Man' of the '90's."

**Liz Hamburg**  
Development Coordinator  
FCI, Inc.





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Wipees Lelani was kidnapped and taken to Adventure Island in the South Pacific. The island is thick with tropical forest, caves, seas and mountains. Many dangerous demons and creatures are waiting for you. Are you up for the challenge? Can you live through Adventure Island to save Princess Lelani?



## Milon's Secret Castle

Milon's Secret Castle is a challenging action-adventure game. You'll explore a vast underground world, solve puzzles, and battle many monsters. The game is set in a medieval age. Don't miss the way to the secret castle, dark caverns, deep dungeons, and great throsaur bosses.



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## 32 - BIT SYSTEM PREVIEW



**It has CD-ROM built in, is compatible with all MS-DOS computer software, and has a super fast 32-Bit processor. It's the FM-Towns, and this newest Japanese super system may be here soon...**

The name Fujitsu may be unfamiliar, but in Japan this computer super-power is number one with a variety of PCs.

Now Fujitsu is loading their guns and preparing to take a shot at the American market with a revolutionary 32-Bit workstation that combines MS-DOS compatibility with exceptional graphics and sound. The end result is the ultimate video game/computer system.

Called the FM-TOWNS, this

incorporates an incredibly fast 32-Bit processor (16MHz) with some of the most advanced visual and audio functions. The system has several graphics modes, including one with an available palette of over 16 million colors! It also boasts hardware scrolling and rotation that make FM-TOWNS games unlike anything you've ever seen!

The TOWNS operates with both 3.5 inch floppy discs and CDs (using the

built-in CD-ROM player) and is also completely compatible with MS-DOS!

Besides games and computer software, the FM-TOWNS can also create music, reproduce voice, and record video images on-screen! It's an amazing "do-everything" machine!

Tune in the next issue of EGM for a complete test drive of the TOWNS, preview FM games and discover when the first 32-Bitter may arrive here!

### FM-TOWNES SPECS

Just one look under the hood and you'll know what the true meaning of power is all about!

PROCESSOR:	80386 (16MHz) (with opt. 80387)
RESOLUTION:	5 Modes, including 640x480 high-res
COLORS:	256 Simultaneous out of 16,777,000 color palette in high-res or 32,768 in low-res (300x240)
SPRITES:	16x16 pixels, 1024 simultaneously.
SOUND:	8 Channel stereo

### THE GAMES IT PLAYS

In addition to its compatibility with existing MS-DOS games and software, the FM-TOWNS also has several CD-ROM-based titles that are absolutely out of this world!

While more games are promised in the future, the initial discs include a high meg version of *After Burner*, and equally super-charged translations of *R-Type*, *Gunship*, and *Rock-ct Ranger*. All of these games take advantage of the TOWNS' advanced graphics, sounds, and scrolling.



*Every good game machine needs a version of R-Type to show off just what it can do! The FM-Townes version looks nearly identical to the arcade!*

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**GOLF**

*Challenge Pebble Beach*



**MONSTER PARTY**



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**DR. JEKYLL**

AND *Mr Hyde*



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**WILD BOYS**



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# INTERNATIONAL OUTLOOK

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By Edward Semrad

## TAKE A CLOSER LOOK AT JAPAN'S P.C. ENGINE AND GET A SNEAK PEEK AT THE POTENTIAL TURBOGRAFX GAMES OF TOMORROW!!

Now that war is about to erupt between Sega and NEC for control of the 16-Bit landscape, both sides are loading their guns with great games like *Ghouls and Ghosts* and *Thunder Force* for Genesis, as well as *Legendary Axe* and *Vigilante* for the TurboGrafx.

While everyone is eagerly awaiting the arrival of these new machines, many are asking "Which one is better?" It's a hard question to answer this early, because each system has its own strong points.

The one machine that stands out when it comes to potential software support, however, is the Turbo. Based



### P.C. ENGINE AND TURBO DIFFERENCES?

While the Japanese P.C. Engine and American TurboGrafx-16 come in different looking boxes, the games they play are basically dot for dot carbons. Some of the titles screens (like *Kath Courage*, above) have been changed, but the game play remains intact and identical.

around the red-hot P.C. Engine hardware in Japan, the TurboGrafx enjoys one important feature that the Genesis does not: hundreds of high-quality titles.

Since the Genesis (or Mega Drive as it's called across the Pacific) is basically a new system both here and in Japan, there is not the same level of support as there is for the P.C. Engine, which has been sold for over two years now to the tune of nearly two million units. Due to this, an overwhelming number of new game cards are released each week.

There will be some original development on the TurboGrafx from this side of the pond, but the majority of the initial games are simply Americanized versions of Japanese favorites. Importing the winners is a safe strategy that Nintendo has used to elevate their NES into the dominate game machine the world over. Sega is also doing this, but since their system is still in its infancy, there aren't as many carts to choose from.

Now that NEC has cut deals to bring over two dozen games to the U.S. market (see this month's Turbo-Champ for more details), all eyes are turning back to Japan, where a wealth of new softs are just now making their debut. In the months to come, you may see many of these P.C. Engine cards finding their way into Turbo boxes.



# KONIX UPDATE...16-BIT SYSTEM DELAYS

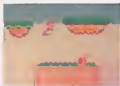
The new console on the block, first previewed to American game players in EGM # 1 (as the Slipstream) as well as in the last issue, the Konix 16-Bit MultiSystem has apparently gotten off to a shaky start in the U.K. Although it was originally promised for delivery in September of this year, it now appears that the disk-driven system will not debut until late 1989 or even early 1990.

While the hardware is essentially finished, and development boards are rumored to have been issued to several large programming houses in the Europe, sources indicate that the machine is plagued with minor bugs and that the whole project has been rushed to compete with the impending 16-Bit invasion in Europe. Rumors are also circulating that Konix is having difficulty shouldering the expenses of such an enormous project and that outside financing is being explored. This doesn't seem to be tempering American interests, however, and several U.S. game manufacturers are exploring a possible stateside launch next year!



## SUPER FAMICOM UPDATE - FINAL SYSTEM IS SHOWN!

**Nintendo unveils a retooled Super Famicom as well as the first games for the system during July press conference!**



*Super Mario World was just one of the games that was shown during the Super Famicom debut. This fourth installment introduces Mario to all-new adventures and special powers like walking up walls!*



During a press conference in July, Nintendo displayed the final version of their long-awaited and much talked-about 16-Bit super system, the Super Famicom. Unveiled to the American gaming public in EGM # 2, the Super Famicom has been slightly altered in appearance, but it still has incredible power and fantastic abilities. Look for more info in the next issue, including reviews of the first Super Famicom games!

WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN!  
WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN!



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Now you can have the latest in video game technology! Nintendo's new GameBoy Compact Game System offers the kind of exciting game play and quality you've come to expect from Nintendo.

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One lucky winner will be chosen at random and receive a complete GameBoy system (which includes the GameBoy, VideoLink cable, earphones, and Tetris). Be sure to read the contest rules and enter today!



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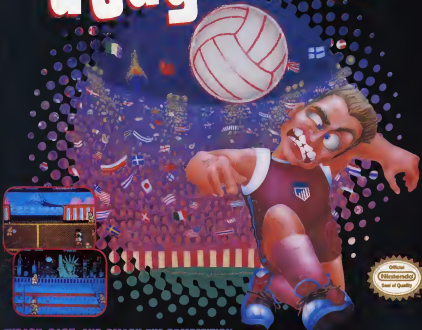
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### FACT-FILE:

Manufacturer: Sega  
Machine: Genesis  
Cart Size: 5 Meg  
Number of Levels: 5  
Theme: Action  
Difficulty: Hard  
Number of Players: 1  
Available: October 1989

Steve Harris

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The U.S. National Video Game Team has endorsed this product in recognition of its superior play value.

### RAINSTORMS!



As you enter the second half of level one (after the log bridge), you will run into a torrential storm, with heavy winds and rain. You'll make slow progress if you try to run against the winds. Jump repeatedly to escape the area fast.





## TREE OF DEATH

Before you pass through the guillotine that leads to the second half of the first quest, you must contend with the "Tree of Death". A flock of killer vultures rest upon the old and twisted limbs of the tree and attack when you approach! To meet this challenge, walk past the tree in short increments and wait for the birds to attack in small groups. If you try to run past the tree, all the vultures will swoop down on you at once, and make survival very difficult!

## LEVEL ONE BOSS

Begin your attack on the armored unicorn by creeping up on him until he first appears. Jump and fire (use the spear, dagger, or shield) to taunt him into attacking.

When he begins walking toward the left, jump and fire (you should return to the wall at the extreme left). Duck to avoid his head, and fire straight up when the green monster is overhead. Remember to aim at the head!



**JUMP TO  
THE LAIR  
OF THE  
FIRST  
BOSS!**

Ghouls and Ghosts follows the further adventures of a brave knight who must conquer lands filled with monsters and magic. Continuing the theme made popular in Ghosts and Goblins, this high-powered sequel (which was released by Capcom in the arcades) is done complete justice on the Sega Genesis. The graphics are arcade-quality, the sound is rich and varied, and the game play is nothing less than extraordinary! In fact, Ghouls and Ghosts is so good, it very well may be the most advanced home video game of all time!

With lance in hand, you set out once again into five new worlds loaded with beautifully drawn scrolling backgrounds and a highly-detailed cast of demons and creatures!

In addition to the great graphics, sound effects, and music, Ghouls and Ghosts also introduces the same power-up enhancements that were used in Goblins. The weapons can be used in conjunction with a special suit of armor, however, for a whole new set of offensive and defensive

functionals! When you have the special golden armor, which is found in certain treasure chests like the other weapons, you can hold the fire button to store up energy and release a blast weapon. This play mechanic is similar to the Beam Laser in R-Type and adds a whole new dimension to play by upgrading your powers to all new heights!

Throughout the game, Ghouls and Ghosts remains challenging to even the most seasoned players, with e



## START LEVEL TWO

The Village of the Damned

At the beginning of level two, you will encounter a number of bouncing turtle shells approaching from the right. Push ahead and pause only when the trajectory of a turtle gets in your way. Don't wait too long or the turtles themselves will appear and start a slow slumbering walk toward your hero!



## FIREWHEEL

Timing is critical to escape the flames of the fire wheel. Run ahead just when the arm of the wheel goes by.

Beware of the pillars of fire which appear from the top and bottom of the playfield. Attack them - but watch out for the Firebats which appear in their wake!



constant supply of danger always lurking ahead. While some may have trouble just getting through the first level, this type of respect to today's game players is much-welcomed!

Ghouls and Ghosts is a fantastic game and an absolute "must-have" for all new Genesis owners. It is nearly flawless in every detail

## BEWARE OF THE WIZARD!

When certain treasure chests are opened, they reveal an evil mad sorcerer who casts an evil spell to turn you into...



A hopping duck ▲

◀ An old man



## LOOK FOR TRAPS!

As you make your way across the wooden bridges, some of the steps will break open and drop you into the pits below. Jump over the traps!

*LOOK FOR THE EXCITING  
ENDING TO GHOULS  
AND GHOSTS IN THE  
NEXT ISSUE OF EGM!*



## TAKE ON BOSS TWO

At the end of the second level you will face the Fire Dog. This Boss creature attacks by charging at your hero. Rapidly fire at the hell hound when it is to your left or right and duck when it leaps overhead. Multiple hits will destroy it!



## POWER-UP!!!

During your quest you will encounter treasure chests. Inside some of these chests you will find new weapons which can greatly enhance your fighting abilities. Some of most beneficial power-ups are shown at the right





# Tricks of the Trade

**SPECIAL TIPS, PLAYING TECHNIQUES,  
STRATEGIES, HIDDEN POWER-UPS,  
LEVEL SELECTS, AND CONTINUES...**



## HYDLIDE

### Ending Code

This code will take you to the chamber where the evil Boralls waits. This password will also start you off on your quest with 90% Life, 100% Strength, and 90% Magic!

**XRNNXNFWQMNQHB7**

Eugene Crowder  
Whg., West Virginia



## MILON'S SECRET CASTLE

### Hidden Continues

To resume your adventure after you have lost your life in Secret Castle, use this helpful tip. Defeat the first level Boss, grab the crystal and you will be able to continue once you die by pushing the pad left and then pressing 'Start'.

Matt Dellinger



## CYBORG HUNTER

### Weapon Power-Up

Keeping your guns and bomb reserves full is an essential to success in Cyborg Hunter. All you have to do is find a location where a power-up is located, retrieve the item, enter a nearby elevator, and then exit on the same floor. It can then be picked up again.

## STRIDER

### Passcode, Weapon and End Boss Tip

#### Weapon:

It is easier to kill enemies with the plasma arrow. In order to get it, transfer to Japan (when you get to that level). Go down the tube and move to the left. Kill the enemies flying above. Keep moving left. There is a man who fixes your cipher with the plasma arrow.

#### Passcode:

To get to the Red Dragon (last stage) enter the following code:

**DMCC RBCP KPBD**

#### Defeat End Boss:

To eliminate FanBlade, you must wait until he jumps up, then go under him with your cipher pointing upward and jump. He will transform into a whirlwind. Don't get hit by the whirl! Continue this technique until he is destroyed!

Ernest Agustin  
Goose Creek, SC







## TECMO BOWL

### Special Codes

Imagine going up against the same team that you coach in the Tecmo Bowl! This code gets you Chicago vs. Chicago:

697BFFAS

The letter part of the code (BFFA) is the team that you are up against, in this case, it would be Chicago. The number part of the code (6975) stands for your team - Chicago! Another code lets you play a game between Chicago and no one! Enter this code for solo play:

307BFFAS

One more code that will let you pit your skills against the same team is:

997BFFAS

You'll play Washington vs. Washington for some no-lose practice!

David Tam



## FIST OF THE NORTH STAR

### Hidden Continues

When your last man dies and "Game Over" appears, press the pad Up, Up, Down, Down, Left, Right, and then 'B' and 'A'. It will ask if you want to Continue or play a new game. When you select continue the title screen will appear and Continue as you normally would!

Joe Wolfe

## SUPER MARIO BROS. 2

### Secret Warps

All of the warps in Super Mario Bros. 2 are listed below. You can easily warp to the end of the game with these tips:

#### WARP ONE:

In World 1-3, go to the vase that is located just past the door with a potion in your hands and you'll be able to pull down into it and warp to level 4-1.

#### WARP TWO:

Don't climb into the clouds in world 3-1. Instead, fall into the waterfall and go into the door. Place the potion on top of the vase, go into sub-space, and down the vase to 5-1.

#### WARP THREE:

There is a potion on the second part of world 4-2 near the whales. Take the potion to the end of the stage. Jump on the whale's tail and go backwards until you get to the vase on the island. Place the potion on top and, in sub-space, go into the vase to warp to 6-1!

## FANTASY ZONE

### \$1,000 Bonus Ship and Extra Weapons

During the message screen in the demo mode, press the control pad up or down more than fifty times, and start the game. You can buy your first extra ship with \$1,000 (usually it will cost \$2,500)

You can also get unlimited weapons by buying and keeping all four of the engines. It costs some dough, but it's worth it!

Kenny Haner  
Pasadena, Texas

In Metal Gear you can actually use the cigarettes as a helpful item but not before you beat the Super Computer. After you have beaten the computer, a timing device is set for the building to destroy.

Once this has happened, run in the right direction and go through the door. You will meet the Boss of the enemy. When you have successfully destroyed this opponent, check your time to make sure you can escape. If the end Boss took too much time to eliminate you may find yourself in a critical position with very little time



## METAL GEAR

### Cigarettes, Time, and No Troops

remaining. If you are dangerously low on time, then select the cigarettes and use them. This will reset the timing device to 2000 and give you the extra time you need to leave. While in the last room you can con-

tact Dime on the transceiver for instructions on how to use cigarettes. To remove the pitfalls, press "Select" when the trap starts to open up. The pitfall will stop. To remove it just hit the button for the weapon select mode and press select again.

Christopher Coctura  
Ashbury Park, NJ



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## RAMPAGE

### Super Point Trick

On certain levels in Rampage there are screens that have rivers. Sometimes a tank will also appear and dive straight into the river! When the tank is submerged and is crossing the river underwater, move your creature to the opposite side and punch very quickly. When the tank tries to come

Jeremy Romer  
Denver, Colorado

up, you will score numerous hits and get unlimited points until your player accidentally eats a person or if you fail to punch fast enough. You can score as many as 400,000 points per board this way and it can be repeated.



## TECMO BOWL

### Invisibility Code

To play Tecmo Bowl with characters who are completely invisible, enter this super secret passcode:

897FRAS

Jeff Schacor  
Milton, Florida

## RAMBO

### Strange Code

When the Start/Continue screen comes on, select "Continue" and input all zeroes for all the blanks and put the prompt on "End" to enter the code. Rambo will be invisible and the screen will be full of numbers and letters and other computer jibberish. Keep moving to the right and you will be in a village but Rambo will remain invisible. When a man appears, keep pushing up until you talk to him. Switch to the screen with the codes on it and write down that code. Reset the game and put in that code. This time Rambo is visible, but the screen is still filled with numbers and letters. Keep going right and after a while you will come to some rocks but keep on going. Soon you will be in the village. Talk to the man in the village and see what items you have - you will be very surprised, especially at how long it took!

Walter Garey  
Phoenix, MD



# SUPER TRICK

## COBRA TRIANGLE

### 1,000 Point Spies

In Cobra Triangle, when you cross the finish line at the end of each race, you can rack up some bonus points by putting your boat into a spin. You'll get 1,000 points for each spin you execute!

Mark Malek  
Atlanta, GA

## WONDER BOY IN MONSTERLAND

### Free Money

If you press the "Pause" button 73 times, after you get your first sword, you'll receive 45 gold pieces absolutely free! This process can also be repeated!

Ben Roewe  
Urbandale, IA





## KEITH COURAGE IN ALPHA ZONE

### Secret Debug Mode

This special trick will allow you to not only select the Overworld or Underworld of each level, it will also enable you to increase the strength of your sword, and your available heart containers, money, and Power Shots! Here's all you do:

- 1) Turn on the TurboGrafx-16 console and immediately press and hold the 'Run' button followed by the 'Select' button to reset the game.
- 2) Press and hold the buttons in the following order: Button One, Button Two, 'Run', and then 'Select'.
- 3) Let the demo mode continue to go through its paces. When the word 'Start' appears on the screen after a few moments, press 'Up' on the control pad eight times.

If you do all of these things correctly, you will automatically enter the Debug Mode. Since the screen is in Japanese, you may need a little help deciphering just what everything means. You can select between the Overworld and Underworld by pressing 'Select'. By pushing the pad up and down you can highlight the other features. The level is chosen with the first line, the sword with the next, the Heart Containers with the third, and the Money and Power Shots with the final two. Press 'Start' to store these changes and begin play!

## WIN A FREE GAME FROM EGM!

We want you to play like a winner, and we're ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups and codes! If we print your tip, we'll give you credit in these pages as well as a free game! Get the best tips anywhere and get a great game as well!

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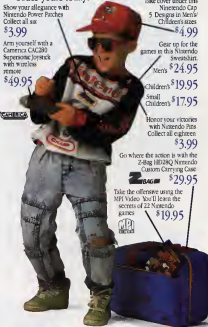
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## THE STORY CONTINUES...

In the last issue of EGM we walked you through the first two levels of battle in SNK's latest powerhouse, P.O.W.! With the second part in this special strategy guide you'll be able to continue your mission through the last two rounds, and bring the fight to the Big Boss waiting at the conclusion of the game!

Do you have what it takes to blast out of the enemy camp and make it to safety? Armed with this super EGM strategy guide, you'll have everything you need to escape their torturous prisons, and overthrow the government!

## POWER-UP TIPS

Remember, the most valuable power-up item is the Armor, which deflects enemy knife and gun attacks. Also, go for the Life power-up when your energy is low.

*Armor*



*Knuckles*



# P.O.W.

**PRISONERS OF WAR™**

**STRATEGY GUIDE**

**ENTER THE ENEMY WATERS  
FOR ALL-NEW CONFRONTATIONS!**

In your second mission you entered an enemy waterway only to be met by knife-wielding scuba divers! Even more frogmen guard the third level of play, supported by additional troops that can sustain multiple attacks. Use the same "turn and attack when they surface" technique for the scuba divers, and go after the other soldiers one at a time to wear them down.

Level  
Three-  
Continued





The axecuted in  
missing from  
P.O.W. camp

LEVEL ONE



We made a  
successful sur-  
prise attack

LEVEL TWO



From now on,  
we infiltrate  
the enemy's camp

LEVEL THREE



Bart "This is Bart."  
Boss "Go ahead Bart."

LEVEL FOUR



Escape from prison  
mission complete

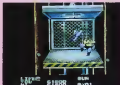
LEVEL FIVE



## LEVEL THREE BOSS

When you get near the end of the third level, as illustrated in the Game Map below, you will automatically enter the elevator. The scene will then shift to the interior of the elevator when the third Boss waits.

To dispatch this heavyweight, start punching when the Boss approaches. Once you connect with a punch, don't stop until he plows by. When you have little stamina left, you can also go after the Boss with jumpkicks.



*The third Boss occupies a rushing elevator which Bart automatically enters at the conclusion of the level.*



Resume  
the Fight on  
Level  
Three

## MOVE ON - BUT BEWARE!

You may be tempted to run as quickly as possible to the goal at the right. This, however, is not always a prudent move. Since the game does not scroll as quickly as you move, it often places you at the extreme edge of the screen where you are more vulnerable. You can also keep multiple enemies from appearing by taking things slower.

Life



## START THE FIGHT WITH 20 FREE MEN!

Use this Super-Secret Power-Up and attack the enemy head-on with 20 free men! To accomplish this fantastic feat, enter the following combination of moves during the title screen: Dress 'A', 'B', 'B', UP, UP, DOWN, LEFT THEN START!



END OF  
LEVEL!

# THE FINAL BATTLE IS ABOUT TO BEGIN!

After defeating the third Boss, you must set out on the deadliest part of your journey! Throughout this level the enemy is more aggressive and more difficult to dispatch! You'll encounter obstacles that will put you in the line of fire! Motorcycle man-lacs that are even tougher than before! The bonus rooms are also filled with more difficult enemies, including some of the Boss villains you've dispatched in earlier levels of play!



Begin Level  
Four



## Your Last Mission Begins!

Explore the alleys for more power-up rooms

Life



Sneak past the turret guards by slowly inching forward and keeping their line of fire away from your position. Since the guns can only shoot in three directions (left-diagonal, right-diagonal, and down) they're not too difficult to avoid.







### ENEMY SUPER TANK

After you complete the fourth area, you will face the enemy's super tank. This metal monstrosity fires guns and deploys troops while moving back and forth. Kill the explosives troops and throw the dynamite they leave behind back at the tank to destroy it. Remember to stay low on the screen and avoid enemy fire!



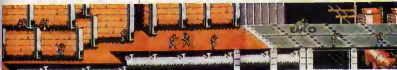
### BIG BOSS

After fighting several troops off in a short "mini-round", you will finally come face to face with the military strongman who holds an iron grip on the country. This giant warrior will use his advanced mental arts skills to knock you out. Look out for his super jumps overhead, and use this vulnerability to score hits on the Big Boss when he lands. Victory is now yours!

*Life*



### BEWARE OF MOTORCYCLE GANGS!



*Life*



### FIGHT ON TO THE FINAL CONFRONTATION!



**BOSS  
ATTACK**

# NINTENDO

P • L • A • Y • E • R

Steve Harris

## NINTENDO IGNORES 16-BIT IN '89

Although the hardware is completed, Nintendo has put off the release of their 16-Bit Super Famicom until the second quarter of next year in Japan. This means that the earliest that gamers are like to see "The Ultimate Game Machine" may be Christmas-time 1990.

During the recent CES exhibition in Chicago, Nintendo clearly showed, through the use of a propaganda film hosted by Mario, that their intentions are to continue support for the 8-Bit Nintendo Entertainment System and focus new marketing dollars towards the portable GameBoy and not a 16-Bitter. After all, they reason, the NES is still a viable machine with enough power to play the games we want to see.

In a way, Nintendo is right. The base for the NES is approaching 20 million units, which gives the machine a more than substantial foothold on the American market. And there are some very good games coming out soon on the NES like Double Dragon II: The Revenge, Silkworm and Willow. Even though these games don't possess the highly-detailed graphics and sound effects found on the new machines, they still play every bit as good as some of the best titles available for the Turbo or Genesis.

The extra power afforded by the Super Fami, however, has to be seen to be believed. Now programmers can



### A TALE OF TWO TETRIS

Now that Nintendo has scored the first punch in the battle for the rights to the Soviet-designed puzzle game Tetris, it appears that the more playable and in-depth Tengen version (right) will be removed from store shelves.

produce games that take advantage of new high-powered features like hardware scrolling and rotation to add even greater dimensions to new titles.

Despite a release date that's been pushed back into the next decade, many companies are already looking at developing for Nintendo's latest super system.

While all eyes are now on the Japanese market (where the Super Fami will make its debut)

(Continued on page 78)



You won't see the Nintendo 16-Bit Super Famicom, which plays highly detailed carts like Super Mario World and Zelda 3, until around this time next year - or maybe even later!

# Get all fired up... for the Adventure of a Lifetime

## Role playing



## Action-adventure



## Password feature



## 2 speed levels



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FCI  
**HYDRIDE**



### FACT-FILE:

**Manufacturer:** Data East  
**Machine:** NES  
**Cart Size:** 2 Meg  
**Number of Levels:** 7  
**Theme:** Action  
**Difficulty:** Easy-Average  
**Number of Players:** 1 or 2  
**Available:** Now

Steve Harris

## ARE YOU BAD ENOUGH FOR BAD DUDES?



Although it may look like a clone of Double Dragon at first glance, Data East's new

arcade adaptation, *Bad Dudes*, is much, much more! While it shares the same type of horizontally-scrolling beat-em-up action, *Bad Dudes* introduces a wide variety of additional features that includes Boss attackers at the end of every area, multiple levels to battle on within each playfield, and an assortment of power-up weapons that would make Billy Lee run for cover!

Your goal in *Bad Dudes* is to rescue the President from a band of nasty

Ninjas who specialize in terrorist tactics. It's up to you to infiltrate their stronghold and overcome the Boss Ninja who's planning to send the President away. Before you can reach the Commander in Chief, however, you must traverse six levels filled with all kinds of ninja warriors. Make it past these guardians and it's one on one with the ultimate Boss, the Dragon Ninja, on top of a flying helicopter!

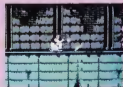


*Battle On Bad Dudes - Always grab up the cola drinks that are left behind by certain Red Ninjas. This power-up item will replenish lost stamina and allow you to continue your mission in a much healthier condition!*

### POWER-UP!



**Clock** - Extends time! When you get the clock extra time is added to the counter.



**Dagger** - Provides the *Bad Dudes* with a deadly form of attack at close range.



**Nunchucks** - The most valuable power-ups - especially useful on Bosses.

The graphics in *Bad Dudes* are first-rate, with highly-detailed scrolling backgrounds presenting a different set of challenges for each round. All of the background scenery is colorfully drawn and animated. The giant helicopter that carries the last Boss in level seven fills the screen with roaring rotor blades while you battle for control of the President's future.

The character animation, however, is not quite as sterling as the backgrounds. The enemies depicted in solid shades of blue and red, with very few surface details. Both *Blade* and *Striker*, your on-screen heroes, appear faithful to their coin-op cousins, but the animation and movement of these characters is slightly choppy.

Despite this minor shortcoming, *Bad Dudes* remains a solid entry into the kick-and-punch-your-way-out-of-an-anything brand of gaming. The entire package delivers a constant stream of challenges and options that remains extremely close to the arcade title on which it's based. The background graphics and sound effects are top-notch for the NES and help support the entire game even more.

If you're a fan of side-scrolling punch-outs, then *Bad Dudes* won't disappoint. It captures the same elements found in the arcade and wraps them up into a fine looking and well-executed NES cartridge.



## LEVEL ONE

The first Boss is Karnov, the fire-breathing Russian! Karnov will jump over you and blow long streams of fire when he lands. When he lands on the lower level, jump to the higher area, and use foot sweeps to wear him down and keep him from getting to your position.

## LEVEL TWO

A Ninja warrior attacks with razor-sharp claws at the end of the second level. Use the nunchucks aggressively, and only back up when the Boss starts closing in with his long claws. Use jump kicks if you don't have the nunchucks.

## LEVEL THREE

The level four Boss uses "Ninja Magic". After a few moments, the ninja will split into several "shadows". Position yourself so that when they split, none of the shadows will be on top of you. Kill the shadows, and run in close for three quick hits on the Boss and then retreat.

## LEVEL FOUR

The third Boss will lean on one arm and then use a powerful side-kick. Use the nunchucks repeatedly until he gets ready to jump and then retreat. If you don't have nunchucks, jump on the higher hill and the tough guy will jump off the screen. Turn and kick him!

## LEVEL FIVE

The fifth Boss is similar to the third, but is bigger and has a chain in addition to the claw. Use the same method of getting in close with the nunchucks and hitting the Boss repeatedly, or use a jump-kick. This Boss is very aggressive, so watch out!

## LEVEL SIX

Your next Boss encounter will be against a pole-wielding tough guy. Since the pole gives this Boss an extra distance advantage, go to the top level and stay there to avoid his attacks. To defeat the Boss, use punches and kicks whenever he closes in.





## FACT-FILE

**Manufacturer:** Technos  
**Machine:** NES  
**Cart Size:** 2 Meg  
**Number of Levels:** 14  
**Theme:** Action/Adventure  
**Difficulty:** Average  
**Number of Players:** 1 or 2  
**Available:** Fall, 1989

Steve Harris

# SAVE YOUR GIRL AND MAKE THE BAD GUYS PAY IN RIVER CITY RANSOM!

American Technos is probably one of the most famous video game companies in the world. Don't worry if their name doesn't sound immediately familiar, because this blockbuster company

has yet to release a game of their own. American Technos, you see, is the U.S. arm of Technos Japan, a development company responsible for some of the most popular video games of all time,

including all-time favorites such as Double Dragon, Double Dragon II: The Revenge, Renegade, Mat Mania, V'Ball, and more! While most of these gaming mega-hits were originally produced as arcade titles, Technos is now setting their sights for the home market with a



brand new action/adventure that carries all of the fantastic sights and sounds that have become Technos trademarks!

Their first entry into the NES sweepstakes expands upon play themes that have proven successful in the past. Combine Double Dragon with two-player features and adventure overtones and you have River City Ransom!



## POWER-UP AND BATTLE ON!

You can increase your fighting power by picking up any one of eight special weapons like these...



**Tire** - When you throw the tire it will bounce across the screen and take out any bad guys it hits!



**Brass Knuckles** - This powerful weapon increases the damage inflicted by your punches!



**Stick** - Use this item to knock the gangs out! It increases the range of your attack as well as the power!



**Chains** - This power-up acts like a whip! When used rapidly you can stop your opponent in no time!



## THE MEAN STREETS...

In *River City Ransom* you will face nine different gangs, including such low-lives as the Frat Guys, Home Boys, and Cowboys. There are fourteen different locations to explore and plenty of gang turf to overcome. You must also face a multitude of Bosses who have even more powerful abilities!

*River City Ransom* is filled with plenty of punch and kick action, as well as the standard assortment of power-up implements that enhance your character's fight skills. In addition to these conventional features, however, *River City* introduces you to a variety of shops where you can buy food, medicines, and even books! These items increase your stamina, attack abilities, and even the types of attacks you can perform!

Before you can purchase anything, you must first collect the money that appears each time one of the rival gang

members is beaten into submission (usually accompanied by colorful text on the bottom of the screen). Pick up these coins and cash them in for big rewards!

*River City Ransom* has good graphics and sound effects, but the game really excels in the number of options that are provided. The game also talks you through with cleverly worded sentences that help explain the story. *River City Ransom* is filled with options (you can buy dozens of items) and packed with action! Great fun throughout!



**TAKE OUT ORDERS** - Some of the items that you buy in the shops are "to go" and can be used at a later time by entering this sub-screen.

## STOP AND SHOP

As you fight your way to victory, you can enter through doorways and into shops. Once in these establishments, you can purchase many interesting items that will not only increase your stamina, but in many cases will also improve your fighting abilities.

To purchase the different foods, books, and medicines, you must pick up the money that appears after each gang member is thwarted. Some of these power-ups, especially the books and exotic foods, carry heavy price tags, so it may be wise to save up your loot!

There are 24 shops in all that sell everything from cookies to vitamins to saunas. Most of the food items will increase your vitality, while the books in the shops can be read to learn all new fighting techniques and enhance the power of your attacks!





#### FACT-FILE:

Manufacturer: Sammy  
Machine: NES  
Cart Size: 2 Meg  
Number of Levels: 15  
Theme: Shooter  
Difficulty: Average  
Number of Players: 1  
Available: December 1989

Steve Harris

## TAKE COMMAND OF THE TWIN COBRA!

An all-time arcade favorite comes home courtesy of American Sammy. Twin Cobra, labeled by many coin-op players as one of the most intense shooters of all time, has captured most of the good looks of the original in the NES version, as well as the pulse-pounding feeling of all-out war generated over a dozen waves of non-stop action and mega-weapon exchanges!

The basic theme of the game (shoot everything in sight, pick up bonus stars, and collect weapon power-ups to enhance your firepower to staggering proportions) remains intact, along with the different options available to build the abilities of your Twin Cobra attack



chopper. A diversified cast of enemy war machines, ranging from tanks and transports to helicopters and battleships, helps turn up the heat, and all-new features, like the special invincibility stars, add even more to a shoot-em-up that has it all!



#### RED - ROCKETS YELLOW - PULSE



#### GREEN - RAPID BLUE - SPREAD



There are six different power-up items that can be collected in Twin Cobra as well as two different types of Power Stars. In addition to the weapon enhancement (which can be upgraded a maximum of five times) and extra bombs that are left by downed transports, you can change your weaponry into any one of the four types of firepower shown to the left.

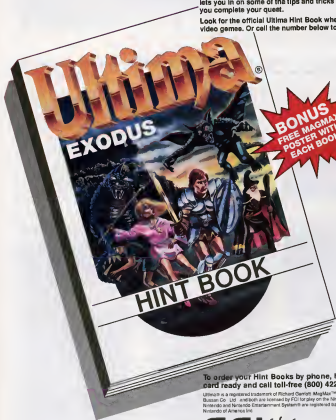


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# SEGA

## M · A · S · T · E · R · S

Ed Semrad

## SPOTLIGHTING THE NEW SEGA RPGs



*Miracle Warriors*



*Spell Caster*



*Ultima IV*

One of the Sega Master System's strongest selling points has been the machine's ability to play extremely complex role-playing games that contain a high level of challenge. Like most RPGs, these titles won't stress the talents of high-action gamers and shoot-em-up fans, but they contain more puzzles and require more strategy than the best RPGs that Nintendo has to offer.

Leading the way with the revolutionary adventure *Phantasy Star*, Sega has subsequently released a number of similar entries into the field like *Y's* and *Miracle Warriors*. These games pit you against different types of quests that mandate the delivery of ancient jewels, scrolls, and Princesses.

Now that Christmas is rapidly approaching, Sega plans to usher in the new year with an even broader library of RPG and action/adventure hits. One of the first to appear will undoubtedly be the mammoth 4-Meg epic, *Spell Caster* (EGM #3). This cart uses both scrolling action settings and RPG-style sub-screens to move the quest along and provide a constant threat to your mission. The graphics and other supporting features in *Spell Caster* are top notch, and the whole game succeeds at combining the best elements of two gaming genres to give us the best of both worlds!

Other upcoming RPGs for the Master System include *Ultima IV*. Another 4-Meg masterpiece, this installment of the now-famous series of Lord British sagas begins where the Nintendo version of *Ultima* ends. The character progression and promotion will be familiar to anyone who's played *Ultima*, and should bring a pleasant surprise to those hearty adventurers who have never been exposed to this style of RPG.



*Phantasy Star*

*Spell Caster* and *Ultima* also appear to be just the tip of the iceberg for role-playing enthusiasts. More RPGs are rumored to be in the works, ready to capitalize on the success of the number one Sega cart, *Phantasy Star*. With Nintendo only now beginning to show their first true RPGs (like *Dragon Warrior*), it appears that Sega has finally beaten Nintendo to the punch at something!



#### FACT-FILE:

Manufacturer: Sega  
Machine: Master System  
Cart Size: 2 Meg  
Number of Levels: 5  
Theme: Shooter  
Difficulty: Easy  
Number of Players: 1  
Available: December 1989

Edward Semrad

## BLAST THE ENEMY OUT OF THE SKIES!



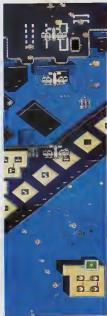
With the exception of Activision's superior shooter for the 8-Bit Sega, Bomber Raid, vertically-scrolling overhead shoot-em-ups have been virtually nonexistent on the Sega Master System.

With the release of Scramble Spirits, however, it appears that Sega has finally realized that fast-action shooters play an important role in every gamer's diet. This cart is a rough translation of the arcade game that shares the same name, boasting plenty of ground and air-based targets in a shoot, shoot, shoot scenario that's guaranteed to give even the most advanced players a handful of blisters.

While it's not anything new, Scramble Spirits is a welcome addition to the Sega library that fills a very large void. It has enough variety and firepower, not to mention some nasty Bosses sprinkled between rounds, to sustain the interest of all shoot-em-up fans.



*Bonus points are tallied at the end of each level depending on performance.*



# DEAD ANGLE



## FACT-FILE:

Manufacturer: Sega  
Machine: Master System  
Cart Size: 2 Meg  
Number of Levels: 7  
Theme: Shooter  
Difficulty: Easy-Average  
Number of Players: 1  
Available: Fall, 1989

Steve Harris

## TAKE AIM AT THE BIG CRIME BOSSSES!

Dead Angle puts you in the shoes of a CIA operative with a suicide mission. You've been assigned to round up the most notorious mob families from around the country, and use whatever means are necessary to bring them to justice. You've been given a full-automatic machine gun to enforce your authority, as well as a license to kill if these kingpins don't come clean.

Each level of play is divided into two segments. You must first bold your own

against a seemingly countless stream of gun-toting thugs and henchmen who dart out from every corner of the horizontally and vertically scrolling screens. Hunting down and stopping the Boss villain of that area must (be) be done in order to progress to the subsequent levels of play.

Since the play environments are larger than the screen itself, you must use the multi-directional prompt that appears in the center of the playfield to

steer you toward the active areas. You can also shield yourself from attack for a few moments by using the 'cover-up', option that let's you avoid getting hit by enemy gun fire. Doing this can save precious health, but when it's done, bullets are slowly deducted from your reserves.

You begin your battle in Napoli and, using leads that you acquire from the crime lords of Italy, return to America to take on mob families in New York

**FIRE IN QUICK  
BURSTS TO  
CONSERVE  
YOUR AMMO!**



*It takes a steady hand and nerves to eliminate the Big Boss' henchmen! Lead the bad guys with your sights and fire away!*

## POWER-UP HEALTH AND WEAPONS

Throughout the course of play, two different power-up enhancements will appear. The white medicine chest enables you to recover valuable health that's lost when you sustain injuries. The machine gun adds much-needed ammo to your reserve supply. To capture these power-up items, locate them in your sights and fire away! The benefits they bring will automatically be tallied onto your meters at the bottom of the screen!



and Chicago. This leads to action-packed shoot-outs with mobsters in hotels, at water ports, and in the mansion of the Big Boss himself! Each encounter introduces new characters and even deadliest Bosses who attack with everything from knives to grenades!

Dead Angle is an exceptional Sega translation of the Fabtek coin-op game which was essentially a sequel to the Romstar arcade piece titled Empire City 1931. While the games may be old, and the concept repetitive, the wonderfully detailed environment's constant bombardment of activity help elevate this game into a whole new category of shooters.

## Battle reputed gangsters in the U.S.!!!

You begin your fight in Italy where the Enrico family plans to make your stay as unpleasant as possible!



Before you can even check into your hotel in New York, the Crazio family attacks with all kinds of thugs and snipers!



The Port of New York serves as the battleground for your fight with the Salvatore family. Can you stop this gun-toting Boss?



When you reach Chicago, you must battle the Vincent family, headed up by this knife-throwing end Boss!



In the halls of the Big Boss' mansion, you'll discover a grenade-throwing underling of the deadliest mobster of them all!



### MISSION ACCOMPLISHED!



### BLOW THE BOSS AWAY!

Take aim at the ruthless Boss, but be careful not to hit the girl in the process!



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# ATARI ADVENTURE

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David White

## CONQUER THE INVADING XENOPHOBS!



Marching straight from the arcades and into your Atari 7800 and XE game systems, comes the classic Bally quarter-munching monster, Xenophobe.

Cast as an intergalactic exterminator, your mission is to infiltrate the human moon bases and space stations that have been overrun by the Xenophobe invaders. With gun in hand, you must search through the multiple levels of

each outpost in an effort to eliminate an alien infestation that's run amok.

Your enemy is a varied collection of slimy tadpoles and roly-poly balls of teeth that have one thing on their mind: chewing you to bits! You can ward off their attacks with any one of the different weapons left behind from colonists who were not as fortunate as yourself! These power-ups include a

Laser rifle, Lightning Rod, and the dreaded "Poo!" gun. Food and other beneficial items can also be located within the deserted stations.

One of Xenophobe's most unique features, however, is the ability for two players to explore the hundreds of screens in this game from

completely separate perspectives. This enables you to work in tandem against the tentacled terrors or you have the option of venturing off and zapping the monsters solo.

Whichever way you play, Xenophobe dishes up some of the best action Atari has ever seen. A good translation of an all-time classic coin-op!

### ATARI 16-BIT?

Rumors are still flying about a possible 16-Bit introduction from the 'Big A' sometime next year. With all of the new excitement generated by the Lynx (see interview on next page) and the upcoming 4160 STE super computer, Atari appears to have put a 16-Bit console on hold for now. Some are saying that the 4160 is indeed the blueprint from which the new machine will be made, but those reports are still unconfirmed. Stay tuned!





*(Ed. Atari's new portable Lynx game system is truly an exceptional machine, even beyond its full-color game screen. While Atari continues to court developers who are interested in the machine, we sent special reporter John Jermaine, a veteran of the electronic gaming industry, on a special mission to locate more information about this lean machine and the designers who built it.*

Late in '88, I started hearing about something called the "Handy Project". During those days, I had the following information to work with: (1) Epyx was developing a new hardware entertainment unit, and (2) the two creators of the system had also been members of the Amiga design team. Now this was definitely exciting news, but why would anyone want to produce another game machine? The Nintendo Entertainment System (NES) had already established itself as the king of home video game systems, while other units were rumored to exist. If only some of those rumors were true, Epyx would have a difficult time competing with what sounded like three similar products. After playing with their unit a while, I can honestly say that the "Handy Project", now known as the Lynx game system, is in a class by itself. I recently talked with Dave Needle and R.J. Mical (the two designers of the system) and they told me all about their new 16-Bit machine, how it came into existence, and all of the incredible things it can do.

**EGM:** How did this project actually begin?

**Needle:** In August of 1987, R.J. and I went out to lunch with Dave Morse (the Chairman and CEO of Epyx). We all went down to this little cafe, near R.J.'s place, that sits on the side of a lagoon. The scenery was beautiful, the weather was perfect, and half-naked women were all around us. In case you haven't been here, that is the California version of paradise. So during the course of this great meal, we talked about developing an incredible new gaming system. It would be totally portable and unlike anything currently on the market.

**Mical:** Then I asked the question of the hour: Who's gonna pay for lunch? Morse said "I'll pick up the tab if you design 'Handy' for me." We agreed to his terms and that was that. So both of us rushed home, packed our bags, moved into the office, and here we are today!

**Needle:** We also thought working for a software company might bring a few



# LYNX:

## AN INTERVIEW WITH THE MEN BEHIND THE MACHINE

By John Jermaine

babes our direction as well.

**EGM:** Did it work?

**Needle:** Well, at least we got a free lunch out of the deal.

**EGM:** What are some of the features of the Lynx?

**Needle:** You initially notice the machine's 3 1/2" color LCD display, the 2" diameter speaker, and a series of controls. These controls consist of two fire buttons, five function buttons, volume and brightness controls, and a thumb joystick (which closely resembles its counterpart on the NES). The machine can be powered by six ordinary "AA" batteries. Different ports allow you to use headphones (for private listening), an AC power adapter, and a special multi-player option. The unit itself measures out at a mere 4 1/2" x 10 1/2" x 1 1/4".

**Mical:** The Comlink feature really hasn't demonstrated its full potential yet. We've had four players competing in a single game, but the hardware supports up to 16 users at a time. Epyx is currently developing a road race that should be on the market by Christmas. Sixteen players will be able to link their systems together and compete against each other in the race. It's also interesting to note that a single cartridge brings the game to all of these units. In other cases, the maximum number of players is determined by the software itself.

**EGM:** What microprocessing chips were incorporated into the system? Why did you select that particular number of chip to power the system?

**Gauntlet 3** combines a maze adventure like the original arcade version with all-new first-person perspective animation!

(Continued on page 76)

# TURBO CHAMP

David White

## TURBOGRAFX EXPLODES WITH GAMES!

Although much excitement has been generated by the new breed of 16-Bit and hand-held game systems and the technology they employ, all eyes are turning toward the software support that makes the machines run. A video game system is only as good as the games it plays, and without a fresh assortment of action, adventure, sports and arcade titles, even a 32-Bit system would find trouble being successful.

The one system that stands above the crowd in this respect is the TurboGrafx from NEC. While the other game machines are scrambling to develop new titles that fill the bill, NEC is merely adapting existing game cards that currently run on their popular P.C. Engine game console over to the TurboGrafx.

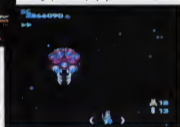
The P.C. Engine and TurboGrafx are essentially built around the same hardware. Except for their outward appearance, the TurboGrafx and Engine



Great graphics and play - just like in the arcade!

are absolutely the same. This makes it possible to transfer P.C. Engine games over to the Turbo with ease. It also expands the library of potential TurboGrafx games to nearly 100!

With this in mind, NEC has set out to aggressively pursue the American licensing of P.C. Engine software like *Legendary Axe* and *Victory Run* with which to launch the system. The company plans to develop heavily for the



*Blazing Lazers catapults you into an all-out space war against alien ships packed with awesome firepower!*

unit in the U.S., but until those projects work their way through the development process, NEC intends to supply Turbo owners with the best that Japan has to offer!



*Power Golf*



*Final Lap*



*Pac-Land*





**TURBO  
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time  
to  
prepare  
your  
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CD-ROM technologies meets 16-Bit graphics and sound with the TurboGrafx-16 CD-ROM and Interface Unit. With this unit you can not only enjoy enhanced Turbo games that feature voice and real sounds, but you can also play regular CDs and the new Graphics CDs that features audio and video output!



As of this writing, NEC has 25 games slated for release. These include previously announced titles like Victory Run, The Legendary Axe, Vigilante and Alien Crush as well as newer cards like Galaga '90, Pac-Land and Final Lap Twin. A complete listing of the TurboGrafx cards and CDs due to release in the months to come follows:

**Dungeon Explorer** - Action/adventure game with RPG overtones. Up to five people can play with the TurboTap.

**China Warrior** - Kung-fu kick-em-up that uses extremely large characters. The detail is extraordinary - you can even see your hero bleed from his mouth as he gets beat up!

**Power Golf** - One of the most comprehensive golf games we've ever seen! Smooth scrolling and detailed scenery add to the excitement, and a variety of courses add to the challenge.

**Blazing Lazers** - The ultimate space shooter! Nine levels of pulsating aliens, advanced weaponry, and enormous Bosses! A total blast from start to finish!

**Dragon Spirit** - Become a winged serpent and destroy the evil that has invaded your land! Hard-hitting action with power-ups, Bosses, and more.

**Fantasy Zone** - The classic Sega shoot-em-up appears on the Turbo in all of its pastel beauty!

**World Class Baseball** - Plays a good game of baseball and has several features that aren't found in other simulations.

**R-Type** - The legend has never looked better than on the Turbo! All eight levels of monstrous play grace this four-meg masterpiece!



Galaga '90

**Galaga '90** - Originally called Galaga '88 in the arcades, this superb space conflict loses nothing in the translation.

**Deep Blue** - Fight mutated alien fish underwater in your Angel Fish gunship.

**Final Lap Twin** - Race against a friend or the computer with your own individual perspectives of the track! Adapted from the Namco coin-op.

**Pac-Land** - Pac-Man has never looked

(Continued on page 78)



Side Arms



Deep Blue



R-Type

# Dungeon Explorer

## FACT-FILE:

Manufacturer: NEC  
Machine: TurboGrafx-16  
Cart Size: 3 Meg  
Number of Levels: N/A  
Theme: Action/Adventure  
Difficulty: Average-Hard  
Number of Players: 1-5  
Available: December 1989

Marty Lucas

## STORY

It is a dark time for the land of Oddesia. Once a peaceful and harmonious place filled with prosperity, Oddesia has fallen into the hands of alien renegades who have unleashed their evil powers against the people. They have set out to recover the mystical Ora stone that has the ability to control the minds of entire worlds!

Before the aliens could unleash their monsters and steal the stone, however, a brave man saw the danger and hid the mysterious gem. In their quest to uncover the stone, the aliens became masters of the dungeons and aimed their aggressions at the people of Oddesia.

Now the King of Oddesia has made a desperate plea for someone brave enough to stop the aliens and find the stone. The battle will be long and hard, filled with perilous traps and surprises. For one mighty adventurer, however, the battle has just began!



Dungeon Explorer cleverly blends together elements from many different games, ranging from RPGs to action/adventure contests like Gauntlet.

Along the way to reaching the ultimate evil, Natas, you must search the ruins of Oddesia for weapons, food and other power-ups that increase the

overall performance of your character. You also need to locate shops and other gathering places to receive clues from shopkeepers in the know.

Outstanding TurboGrafx animation and sound, five player simultaneous capabilities and a fast-action RPG theme add up to solid video game fun!



## BOSS CREATURES

Each level of Dungeon Explorer is defined by encounters with Boss monsters. These guardians of Natas will attack you relentlessly with all types of weapons. Always use your enhanced offensive abilities against these nasty creatures.

## TALK TO SHOPKEEPERS

During your battle to overthrow the alien invaders and return the Ora stone to the King of Oddesia, you must visit the shopkeepers who hide underground. These people will give you valuable clues to help you on your quest.



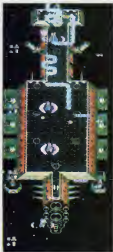


#### FACT-FILE:

**Manufacturer:** NEC  
**Machine:** TurboGrafx-16  
**Cart Size:** 3 Meg  
**Number of Levels:** 9  
**Theme:** Shooter  
**Difficulty:** Easy-Average  
**Number of Players:** 1  
**Available:** December '89

Steve Harris

## BLAZE YOUR WAY THROUGH THE GALAXY!



**Blazing Lazers is filled with super graphics, sounds, and weapons! Fly over enemy battle cruisers and engage the enemy head-on in one of the most intense shooters ever!**

Until R-Type arrives a few months from now, the sure thing for shooter fans on the Turbo will be Blazing Lazers, an intense intergalactic conflict that is loaded with some of the best graphics, sounds, and interaction ever seen in a home video game.

The goal of the game is simple enough: blast your way through nine levels of enemy attacks, cargo ships, and Bosses, to reach the super Boss at the end of your journey.

During the battles that you wage, you can retrieve a number of power-up options (see opposite page) that will enhance your defenses, change your primary lazer charge, or increase the strength of your shots. As certain weapons are powered-up, their pattern and intensity will be altered and become even more destructive!

Blazing Lazers boasts spectacular graphics, sounds, and background music which further enhances the already outstanding game play. The game characters are highly detailed and shaded, and fight over equally sharp backgrounds that zip by at lightning speeds! The Boss attackers, however, make the



most impact, with superships that fill the huge area! Facing off



with these monsters is enough to make even die-hard veterans of video game wars cringe in terror!

The only fault that could be found with Blazing Lazers was the degree of difficulty at which the game progresses. While beginner and novice players will have their hands full through the middle rounds, players who are familiar with shooters like this one should have little trouble reaching the final stages of the game. The last level is incredibly difficult - almost to the point of being unfair. If you lose your power-ups in the final round, it becomes next to impossible to complete the level and finish the game.

Other than this criticism, Blazing Lazers is a fast-action shooter that rains enemy invaders upon you with a relentless intensity. Although advanced players may find the challenge a bit on the easy side, the flashy looks and explosive sound effects are well worth the price of admission.

## ENHANCEMENTS



**Shield** - This guards your fighter from alien attack! Store up several shield enhancements for maximum protection!



**Homing Missile** - Launches a flurry of guided missiles toward the oncoming aliens!



**Firepower** - Works in tandem with your weapon by increasing your power. Can be very powerful!



**Multi-Body** - Adds up to two options to your main fighter which follow your movements and increase your firepower.

**REMEMBER** - You can only use one enhancement at a time! If you switch items, you will lose your previous power!

## POWER-UP OPTIONS

Throughout the course of play you will have the opportunity to select one of four different weapons that appear in special power-up capsules. Find out which one is right for the area you are in and increase its strength by capturing more capsules!

### NUMBER I - PHOTON BLASTER



### NUMBER II - DECEPTOR WAVE



### NUMBER III - PLASMA LAZER



### NUMBER IV - RING BLASTER



## CAN YOU DEFEAT THESE SUPER BOSSES?!

At the conclusion of each level, you will face one of the Boss attackers. Be careful! Some of these invaders mutate into other creatures and present new threats just when you think they're gone! Once you reach the ninth level, many of the Bosses must be faced again, along with the super Boss behind the invasion!

**Boss 3** - Separates and fires laser beams!



During the first few levels of play, you will come up against the Triclops, which separates into three pieces, and the alien space station which fires high-powered lasers out of several tubes! Now take on these Bosses!

**Boss 4** - Spider advances and spits smaller spiders!



**Boss 5** - Alien mutant. Head separate after several hits.



**Boss 6** - Boulder breaks open to reveal two dragons!



**Boss 7** - Armored alien drifts across screen while firing!

The battle tank and skull appear!



The entrance to the final Boss!



# OUTPOST: GENESIS

David White

## THE MASTER SYSTEM LIVES ON!

Unlike some game companies that have upgraded their hardware and left their customers hanging, Sega is taking a very generous approach by offering a special Power Base converter peripheral that will enable the loyal legion of Master System fans to play the current 8-Bit Sega library on the advanced machine.

The Power Base is expected to retail in the neighborhood of \$39.95 when it debuts sometime in December. The device basically acts as an interface between the 8-Bit game cards and carts and the Genesis mother board. In addition to the 68000 processor that runs the 16-Bit games, the Genesis also has a Z-80 processor (the same kind found in the Sega Master System) that shares



*With the Power Base converter, the 16-Bit Genesis can access the machine's 8-Bit Z-80 and play Master System games as well as Genesis titles like *Altered Beast!**

the same housing!

The Power Base Converter plugs into the top of the Genesis, accessing the machine's computer brain through the same port that cartridges are loaded into. When the Power Base is firmly in place and locked down on top of the

Genesis, you can play all existing Sega 8-Bit games, including the Segascope 3-D games.

Bravo Sega! The Power Base is easily affordable and shows your true spirit by supporting the players who have supported you!



### NEW GENESIS GAMES?!?

A number of new games have been announced for the Sega Mega Drive, the Japanese cousin to America's Genesis, and they may be coming this way sometime soon! Even though they have different names, both 16-Biters share a common 68000 processor and hardware system which makes Mega Drive games essentially compatible with the Genesis. New carts include *Curse* by MicroNet, *Heavy Unit* from Toho, *Atomic Robo-Kid* from Toelco, *Air Diver* from Aamki, *Fiery Violence* by KHB, *New Zealand Story* from Taito, *Super Fantasy Zone* from Sun, *Felios* by Namco, *Omega Fighter* from Toelco, *Raynos* from Messiah, and *Basketball*, *Pea-cook King III*, *Sorcerian*, *Super Stealth*, *Golden Axe*, *Moon Dancer*, *Dream Island*, *Truxton*, *Outrun 3-D*, *Galaxy Force*, *Power Drift*, *Turbo Outrun*, *Monster Lax*, *Gals' Ground*, *Last Survivor*, *Dynasty Dux*, and *Aster Burner II* all coming from Sega. Many of these games are VERY impressive graphically and have interesting game play. With such a large volume of carts coming, the Genesis looks better than ever!

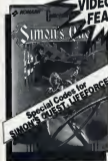
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### FACT-FILE:

**Manufacturer:** Sega  
**Machine:** Genesis  
**Cart Size:** 5 Meg  
**Number of Levels:** 9  
**Theme:** Shooter  
**Difficulty:** Average  
**Number of Players:** 1  
**Available:** October 1989

Steve Harris

## WARP INTO BATTLE WITH THUNDER FORCE II

Thunder Force II, developed by Techno Soft, marks the entry of the high-speed shooter for the Genesis game system. Thunder Force uses many standard shoot-em-up features and relies heavily on the machine's superior 16-bit graphic and sound abilities to produce an interstellar combat game of unparalleled magnitude and intensity.

The play action in Thunder Force II is divided into two separate types. The "Top View" missions supply an overhead view of the battle, with your ship permanently positioned in the middle of the screen. You control the screen scrolling and direction of the landscape underneath. While in this mode you must seek out several ground-based

installations to progress to the next level of play.

Make it past the first wave of challenges and you're thrown into the "Side View" mission that comes close to duplicating the feel of R-Type, with plenty of targets and huge alien Bosses waiting at the end of each level.

Thunder Force II is a highly challenging game with intense graphics and game play that is unequalled by similar fare. Thunder Force is a must-have for all shooter fans, and a remarkable example of what the Genesis can do.



*Blat the alien's first Boss device by hitting the center of the ship. Watch out for the laser beams and power orbs!*

*The battle tank Boss is packed with power and has awesome armor! Target the turret, avoid its fire, and blow it away!*



## SUPERCHARGE YOUR SCORES WITH QUICK COMBAT BONUSES

At the end of every round, once the last base is destroyed in the overhead scenes and the Boss is defeated in the side scrolling screens, you can receive bonus points depending on how rapidly you eliminate the aliens forces.



## SIDE-VIEW SUPER BONUS

Instead of confronting the enemy head-on with your guns, try the pacifist approach and avoid the alien onslaught. Don't fire on the bad guys through the entire round and dodge their bullets and beams until you reach the Boss. Attack the Boss as you normally would and you'll find a secret bonus award of 500,000 points staring you in the face!

SCORE: 10000 HI SCORE: 10000000



## LEVEL SELECT MODE



Thunder Force II is a tough title, with nine levels of game action screaming across both overhead and side play sequences. Getting from beginning to end in this shoot-out is a true test of any gamer's abilities.

There is a special menu screen built right into the game, however, that will let you advance to higher levels of bat-

tle and design your own games!

All you have to do to enter this sub-screen is hold the 'A', 'B', and 'C' buttons while turning on the Genesis. Keep the buttons pressed and push 'Start' once the title screen appears. You can now select your starting level (1-5), the difficulty, and select other options as well!



### TWIN SHOT

Doubles your forward firepower.



### BACK FIRE

Provides additional gunfire behind your ship.



### WIDE SHOT

Launches plasma energy balls in all directions. Very useful!



### FIVE WAY

Fires five power waves around and in front of your fighter.



### CLASH

Shoots streams of killer energy spheres directly ahead.



### DESTROY

Very powerful missiles cause heavy damage on the ground.

## POWER-UP!

There are a total of 12 power-ups in Thunder Force that are spread out across both the overhead and horizontal battle scenes. Shown here are the power-ups for the overhead areas - pick the ones that work best for you!

# GAMEBOY™ CLUB

David White

## GO HEAD-TO-HEAD WITH THE VIDEO LINK!

Now that GameBoy has finally arrived, everyone is discovering what it can do and what kind of games it plays. Although action games like Super Mario Land and Alleyway are sure to get most of the attention until third-party software starts flowing closer to Christmas, one of the machine's more unique features is the Video Link cable that allows you to connect two GameBoys together for player-versus-player action.

The Video Link is a 5 foot long cable that plugs into the expansion port on the right side of the unit, just above the volume dial. Both ends of the Video Link plug into each Game-



*Tetris, Tennis and Baseball are the first games to use the Video Link peripheral. Other two-player titles include NFL Football (Konami) and Baseball Kid (Jaleco)*



Boy and then ferry play info back and forth between the two units. Each player is given his own perspective of the game, with the action on one screen duplicated on the linked screen.

Currently there are only three games that will work with the Video Link system. Both Tetris, which comes with the main GameBoy package, Tennis and

Baseball supply nice two-player simultaneous options. These two titles, however, appear to be only the tip of the iceberg when it comes to Video Link-enhanced games. Most manufacturers are concentrating their efforts on translating existing two-player games or modifying older coin-op titles to accommodate the head-to-head feature. This type of enhancement won't always make the two-player GameBoy games any better, but it will expand the number of available options.

One cart that we've played was markedly improved with the Video Link. When two gamers go against each other in GameBoy Tetris, the lines that are deleted from one player are added to the opponent's screen! This makes skillful dropping of blocks even more essential and helps bring all-new fun to an already addictive game!





GameBoy pays homage to the countless brick-bustin' paddle games with Alleyway. You maneuver a paddle along the bottom of the screen, deflecting a renegade ball off of the blocks positioned along the top half of the playfield.

Alleyway is comprised of eight rounds or brick configurations. Each round is separated into three different levels that include horizontally and vertically-scrolling walls. After breaking down the three screens full of targets, a bonus round (shown to the right) will materialize and you'll be armed with a special power ball that breaks through multiple layers of blocks!



**THIRTY-TWO  
LEVELS OF  
BRICK-  
BASHIN'  
ACTION!!!**

## NEW GAMEBOY TITLES ON THE WAY!

Now that the GameBoy has finally been released and is in circulation, third-party game-makers are now starting to unveil their own hand-held surprises. Here is a list of upcoming titles:

- Amazing Spider-Man (LJN) - Become Spidey!
  - Baseball Kid (Jaleco) - Comical baseball.
  - Beetlejuice (LJN) - Based on the animated cartoon.
  - Castlevania-The Adventure (Konami) - Side-scrolling action/adventure featuring great play.
  - Ghostbusters 2 (Activision) - Based on the movie.
  - Golf (Nintendo) - GameBoy version of Golf.
  - F-1 (Nintendo) - Racing game.
  - Freddy's Nightmare (LJN) - Take on Krueger!
  - Hyper Lode Runner (Bandai) - Enhanced version of classic puzzle game.
  - Karateka (Bandai) - Based on the computer game.
  - Lock -n- Chase (Data East) - Classic coin-op.
  - Motocross Maniacs (Ultra) - Drive your bike over various hazards in record time.
  - NFL Football (Ultra) - Licensed by the NFL.
  - Pinball Special (Jaleco) - GameBoy pinball.
  - Revenge of the 'Gator - Super Pinball (HAL) - Pinball action against alligators in four scrolling screens.
  - Shanghai (HAL) - The ancient tile puzzle game.
- In addition, close to two dozen more games are in development including Pachinko (Coconuts), Saga (Square), Death Ball (Kemco), Battleship (Youth), Puzzle Boy (Atlas), and Mr. Asmik World (Asmik).

Boxxle is a puzzle game unlike any other. This upcoming cart from FCI uses very basic and easy-to-learn play mechanics to produce one of the most maddeningly addictive challenges to come along since the Rubik's Cube.

Bearing a close resemblance to the Soko-Ban computer game, Boxxle casts you in the role of a frustrated warehouse worker who's out to win the love of a beautiful babe who's playing hard to get! Before Boxxle can convince his sweetie that he's the one for her, however, he must first work his way



out of a warehouse that's loaded with misplaced packages. You complete a room by skillfully moving the boxes scattered about in each room back to their proper places. While this sounds easy enough, it becomes progressively more difficult with screens that require

deductive skills that would make Sherlock Holmes look like a moron.

Boxxle doesn't have scrolling screens or high-action battles, but it does have enough challenge to fill a dozen games. A great GameBoy cart that guarantees many solid hours of play.



Save Boxxel's heart!



Move the boxes...



...on top of the dots!



Check it out!



*California Games, which comes packed as part of the Lynx package, is the best version of the Epyx classic.*



*Electrocop is a combination action-adventure-shooter that features multi-scrolling hallways and lots to do!*



*Lynx's Rampage Deluxe is a souped-up version of the original arcade classic that features side-scrolling landscapes!*

**Needle:** First of all, consider what we were trying to accomplish. R.J. and I developed a sophisticated silicon engine that rapidly updated graphics on the screen, generated incredible 4 channel sound, and did all kinds of incredible stuff. So we had the engine, but needed something to drive it. So we picked what was clearly the highest performing CPU (Central Processing Unit) in a certain size and price range. And that was the 65C02.

**Mical:** Some people believe it's less of a processor than the 68000, for example. That series of chip was used in the Amiga, but it wouldn't make our machine do things any better. In fact, it would only make the unit larger and more expensive. It's also harder to write 68000 code, so we definitely made the right decision.

Here's some additional food for thought. Our sprite engine (that creates the graphics for the Lynx) is easily 20-30 times more powerful than the Amiga sprite engine. The CPU, which controls the game logic, enemy intelligence, and stuff like that, is the same one found in the Commodore 64. But our microprocessor runs at a clock speed four times faster than the 64. In case you haven't heard of the term, clock speed tells us how many frames of graphics come up every second a program runs. On most systems you try to produce 60 frames of graphics per second. When that isn't possible, the programmer can't achieve 60 frames on the Lynx, he can run things at 59.9 frames per second. Yes, we can actually customize the frame rate of the unit.

Put all of these elements together in a case, and you definitely have a "killer" machine.

**EGM:** I see your system can display 4,096 colors (the same point palette as the Amiga). Why did you put so many colors into such a small unit?

---

*"Lynx programmers can also produce unlimited sprites (at any given size) for their games. In other words, you can have any number of moving objects on the screen, and they can be as large as you want them to be."*

---

**Mical:** Why not? Any game machine that doesn't possess that many colors these days doesn't have a future.

**Needle:** Just this morning, I went down to Epyx's test lab. As luck would have it, they had the same space game running on a number of systems (the ST, C-64, IBM, Amiga, etc.). Anyway, one version of the program looked better than all the rest. And it just happened to be running on the Amiga. Why did it look so good? The presence of 4,096 colors allows you to generate striking scenery, beautiful explosions, and fantastic 3-D graphics. That's what everyone wants, and that's what we're going to give them.

**Mical:** We actually settled on using 4,096 colors because the LCD glass has limitations in its drivers. Dave and I thought about adding more hues to the palette, but that simply wasn't possible. Incidentally, the Lynx has a resolution of 160 horizontal by 102 vertical square

pixels. It can also display 16 different colors at any given moment.

**EGM:** Would you tell me about the sound system employed by the Lynx?

**Needle:** It can go E-E-E or OW-W-W and sometimes plink, plink, plink. On a serious note (no pun intended), each of the four channels contains an 8-Bit digital-to-analog converter. When all is said and done, the unit produces an amazing assortment of algorithmic sounds and also plays back perfect digitized speech!

**EGM:** How do Lynx cartridges compare to other video game cartridges?

**Mical:** That's a difficult question to answer. I get amused when people advertise their 1 meg games and 2 meg games. In reality, they're talking about the number of bits in the code and not the number of bytes. So they make their product sound better by saying the cart features a 1 meg game, instead of referring to it as a 128K of code (meaning 128K bytes rather than 1 megabit). Our cartridges can store up to 2 megabytes, or using the competition's terminology, up to 16 meg! The Lynx uses card-sized game packs similar to those found on the TurboGrafx and Sega Master System.

**EGM:** Is it possible to interface your system with the average television set?

**Needle:** The Lynx wasn't designed to perform that task. In fact, it would have limited the machine's capabilities, while defeating the purpose of the unit in general. I envision children on long drives, happily playing video games for hours on end. Other people will use our unit in the air, on the water, at pic-

nics, and on the beach. We want the dedicated game fanatic to take the system everywhere he goes. Sure, anything is possible. But we have no plans to modify our design.

**EGM:** Would you tell me more about the Lynx?

**Needle:** The Comlink serial port is also connected to a general purpose (UR) device located deep within the unit. This means other hardware peripherals may use the port for other operations. An external joystick is a definite possibility, but we really aren't worried about optional stuff right now. Getting the system into the hands of consumers is our main concern at this time. Incidentally, the port also runs at midi hand rates. So it's possible to interface your midi-type synthesizer with the Lynx. Again, there are no plans to produce such a package in the near future.

**Micah:** Lynx programmers can also produce unlimited sprites (at any given size) for their games. In other words, you can have any number of moving objects on the screen, and they can be as large as you want them to be. Epyx is currently developing a unique golf game, where the player sees things as the ball might see them (once it has been hit). This program features over 700 sprites, while the average home computer game usually contains several dozen sprites. After examining these statistics, it's easy to see that our golf game displays an incredible amount of detail. Here is another point of interest: the maximum clock speed of the unit is 16 mega-hertz. This means that the Epyx game system operates faster than any other video game console ever made. The Lynx also features 64K bytes of RAM (Random Access Memory). Then you have smooth visual scaling, where an object gradually becomes smaller as it moves away from your position (and vice versa). I could go on and on about the Lynx, but four factors stand out above the rest: (1) this incredible portable unit delivers high-quality graphics and sounds, (2) it's easy to manipulate the controls, (3) the games are very chal-

lenging, and (4) adults will enjoy it as much as the kids. By the way, California Games comes packaged with the system, so users have access to a great game from the moment they open the box.

**EGM:** As we wrap things up, would you share an amusing story about the development of this product?

**Micah:** Let's go back in time to this year's January Consumer Electronics Show (which was held in Las Vegas). As you already know, that was the first place we showed the Lynx to a limited number of people. Once a non-disclosure was signed, they were escorted back to a private room where the unit was set up on a table. Most of our guests didn't seem to notice a ribbon coming out of the machine and leaving the room through a hole in the wall. Dave and I were on the other side of that wall, carefully monitoring the guts of the system. In fact, we were surrounded by computers and huge breadboards of electronic components. And it got fairly warm in there too.

So why did we go to all this trouble? Dave and I wanted to create an accurate simulation of the completed product. To make things look right, we had to put all the electronic stuff in a totally separate chamber. We also had a code set up with the marketing people (on the other side of the wall). Whenever a client had seen enough of a game, they pressed a special button, and a tiny light came on in our room. Pressing it twice was the signal to skip the next game on the list. This simple arrangement worked out well until someone started pressing the button over and over and over again. We couldn't figure out what this individual wanted, so Dave and I poked our heads out the door to see what was going on. We saw some oriental businessmen, talking things over with our marketing staff. But one member of the group was still observing a game on the Lynx. He had apparently discovered our secret switch and wondered what it did - it produce two bewildered game designers!

Our super reporter also spoke with AndyMarken of Marken Communications, the public relations company for the Lynx system. With some probing, John was able to get even more Lynx-related news...

**EGM:** What's going on with the Lynx right now?

**Marken:** First of all, limited quantities of the system (around 80,000) will be available in New York and Los Angeles stores by late September. Epyx also informs me that 10 new games for the unit will probably be available by Christmas. Even though no accessory items have officially been announced, an AC adaptor that connects to your car cigarette lighter, should be on the market by the end of '89.

Many thanks to R.J., Dave, and Andy for taking time out of their busy schedules to share their insights on the portable system of tomorrow that's here today!

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(Continued from page 66)

better than this! **Fac-Land** is a horizontally-scrolling adventure game that inspired the Super Mario Bros.-type game play in the arcades.

**Side Arms** - An intergalactic conflict with an alien war machine pits two brave adventurers against the deadliest weapons in the universe. This Capcom arcade conversion features Combo play with the TurboTap.

**Military Madness** - Originally called Nectarus on the P.C. Engine, this strategy game calls on you to overthrow your enemy!

**World Court Tennis** - A visually stunning tennis game that plays well and offers head-to-head competition!

**J.J. and Jeff** - The popular Ken and Kato Chan game for the P.C. Engine arrives for the Turbo, minus the pair's questionable habits. A fantastic Super Mario-ish game none the less, with power-ups, a slot machine and eight worlds of action!

**Fighting Street** - Originally called Street Fighter in the arcades, this CD-ROM game features real voice and orchestrated music that's just like the quarter-muncher!

**Darius** - It's you against an army of underwater mutants. Visually stunning, and, thanks to the CD player, sounding version of the three monitor arcade mega-hit.

This is just the beginning, Turbo fans, the fun is just starting!

(Continued from page 50)

many are already looking ahead to the U.S. where a whole segment of the game playing public is becoming excited about the prospects of 'next generation' systems.

Some of the Japanese companies who have already signed on as licensees or are looking to develop new games on the Nintendo 16-Bit include...

**Bandai** - Have already finished licensing negotiations.

**Capcom** - Interested in development, but are still negotiating.

**Data East** - Have finished negotiations and are currently looking at the system specs.

**HAL** - Have sent finished plans and already requested specs.

**Hudson** - Looking to make a decision soon.

**Imagineering** - Finished contract and looking forward to developing games.

**Jaleco** - Finished negotiations and have requested specs.

**Nameo** - Have received Nintendo approval and requested specs.

**SNK** - Finished contract and ordered specs.

**Taito** - Continuing negotiations.

**Teemo** - Have finished negotiations and are working on planning.

As you can see, many companies are eagerly awaiting the new machine and specs or specifications that tell how the machine works. It is believed that once they have them, new games will appear.

It appears that Nintendo will license selected developers and manufacturers who will then be required to submit ROMs for Nintendo's review. Only those games approved by Nintendo will be manufactured and released. There are also rumors that Nintendo will allow licensees to produce only one game per year to keep the quality standards high and reduce a flood of software. If a company is allowed to make only one game a year, you can bet it will be good!

It also appears that Nintendo will be assigning licensees who have not previously worked on the 8-Bit Nintendo.

Since it usually takes anywhere from six to eight months to develop a normal game on an 8-Bit system, it may take up to ten months or even a year to produce strong games for the Super Famicom. The extra hardware functions may reduce some of the programmers' time, but the detailed graphics and sound features will probably eliminate the possibilities of supporting software from third-party sources until next year. You can count on EGM to keep you posted with all the developments!

## Win! Win! Win! Free Video Games for Years!



Before January 30, 1990, send us a photograph of the Star Soldier screen with your best score on it. **1st Prize:** One true electronic warrior will earn the rank of First-Without-Equal, and free advance copies of every Nintendo Entertainment System game Taxan will make. Plus a Sony portable CD player! **2nd Prize:** One cool-headed fighter will achieve the rank of Radblaster, and the right to participate in the next three Taxan adventures-for free! **3rd Prize:** Five rugged veterans will earn their Galactic Wings, and the next two Taxan pulse-pounders-before they ever hit the stores. **4th Prize:** One hundred combat professionals will be named Startroopers, and awarded this coveted chance to battle: pre-release copies of the next hot Taxan game.



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Official Rules: To enter, send a photograph of your video game screen, along with your name and address to: Taxes, Star Soldier, Nintendo Games, 65 Beachway, Secaucus, NJ 07094. Limit one per screen. All entries must be received by Jan. 30, 1990. We reserve the right to amend rules. Award winners on file. Prizes may be awarded by the name of parent or guardian. All taxes are responsibility of winner. Employees and their families of Taxan and its parent are not eligible. All taxes, state and local, recipient only. Void where prohibited. See website for more.

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# Player's Seal of Approval



The U.S. National Video Game Team recognizes these players for their outstanding game playing achievements.

## TOP SCORE CLUB

### HIGH SCORES

Effective June 1, 1989

After Burner	Sega	Jeff Yonan	9,704,000	Fremont, CA
Alien Crush	TurboGrafx	Steve Ryno	75,629,000	Lisle, IL
Altered Beast	Sega	Brian Sanderson	22,900	Chatanooga, TN
Altered Beast	Genesis	Steve Ryno	69,700	Lisle, IL
Bad Dudes	Nintendo	Donn Nauert	277,900	Austin, TX
Blazing Lasers	TurboGrafx	Donn Nauert	13,330,700	Austin, TX
Bubble Bobble	Nintendo	Larry Erickson	1,080,900	Columbia, MO
Contra	Nintendo	Jim Hernandez	6,553,500	Fremont, CA
Double Dragon	Nintendo	Jim Hernandez	128,350	Fremont, CA
Double Dragon	Sega	Matt Gockel	67,800	New Orleans, LA
Ghouls and Ghosts	Genesis	Steve Harris	498,500	Lombard, IL
Gyrfuss	Nintendo	Larry Erickson	653,240	Columbia, MO
Ironsword	Nintendo	Jim Allee	229,850	Milwaukee, WI
Karnov	Nintendo	Ralph Mendes	534,500	New York, NY
Keith Courage	TurboGrafx	Donn Nauert	Finished	Austin, TX
Legendary Axe	TurboGrafx	Steve Ryno	598,300	Lisle, IL
Marble Madness	Nintendo	Steve Ryno	76,800	Lisle, IL
Mega Man	Nintendo	Brent Walker	357,200	Austin, TX
Mega Man 2	Nintendo	Steve Ryno	Finished	Lisle, IL
Missile Defense 3-D	Sega	Mark Rezapanski	637,000	Seattle, WA
Ninja Gai Den	Nintendo	Jim Allee	681,000	Milwaukee, WI
Out Run	Sega	Danny Lee	54,249,160	San Jose, CA
Paperboy	Nintendo	Mark McCormick	69,000	Hedrick, IA
P.O.W.	Nintendo	Steve Harris	89,900	Lombard, IL
Q*Bert	Nintendo	Mike Nichols	219,820	San Francisco, CA
Rampage	Nintendo	Leslie Ford	81,900	Galveston, TX
Rampage	Sega	Mike Nichols	324,990	San Francisco, CA
Robowarrior	Nintendo	Donn Nauert	701,800	Austin, TX
Silkworm	Nintendo	Donn Nauert	1,386,380	Austin, TX
Sky Shark	Nintendo	Donn Nauert	1,037,560	Austin, TX
Space Harrier	Sega	Bill Day	7,266,990	Des Moines, IA
Space Harrier 2	Genesis	Steve Ryno	14,301,000	Lisle, IL
Spy Hunter	Nintendo	Mike Dean	147,500	Miami, FL
Star Soldier	Nintendo	Donn Nauert	3,932,600	Austin, TX
Twin Cobra	Nintendo	Donn Nauert	1,335,600	Austin, TX
Twin Eagle	Nintendo	Donn Nauert	805,000	Austin, TX
Vigilante	Sega	Jim Allee	12,900	Milwaukee, WI
Vigilante	TurboGrafx	Steve Ryno	14,500	Lisle, IL
Wizards and Warriors	Nintendo	Jim Kilby	639,500	Huotington Beach, CA
Zaxxon	Nintendo	Jeff Yonan	15,197,360	Fremont, CA

For information on how to submit a high score to the U.S. National Video Game Team, send a stamped, self-addressed envelope to:

**U.S. National Video Game Team's High Score Club, c/o Sensational Publications, 1920 Highland, Suite 300, Lombard, IL 60148**

# ELECTRONIC GAMING TOP TEN

## THE BEST OF THE BEST!!!

They do it for movies, they do it for music, so now Electronic Gaming is doing it for games. The following list of video games, computer games, and arcade games have been compiled by various sources that track the success of games. The ratings are based on player popularity and receipts from locations around the country. How many of your favorites are listed below?

As of July 1, 1989

### NINTENDO VIDEO GAMES

1. Mega Man 2 (Capcom)
2. Ninja Gal Den (Tecmo)
3. Super Mario Bros. 2 (Nintendo)
4. Guerrilla War (SNK)
5. Adventures of Link (Nintendo)
6. Ultima (FCI)
7. Simon's Quest: Castlevania 2 (Konami)
8. Operation Wolf (Taito)
9. Hydlide (FCI)
10. Tecmo Bowl (Tecmo)

### SEGA GAMES

1. Phantasy Star
2. Rampage (Activision)
3. Rastan
4. Bomber Raid (Activision)
5. King's Quest (Parker Bros.)

### ATARI GAMES

1. Tower Toppler (7800)
2. Ace of Aces (7800)
3. Super Skateboardin' (7800-Absolute)
4. Commando (7800-Activision)
5. Solaris (2600)

### ARCADE GAMES

1. Hard Drivin' (Atari Games)
2. Off Road (Leland)
3. Operation Thunderbolt (Taito)
4. Mechanized Attack (SNK)
5. Arch-Rivals (Bally/Midway)
6. Turbo OutRun (Sega)
7. Strider (Capcom)
8. Narc (Williams)
9. Chase H.Q. (Taito)
10. Final Lap (Atari Games)

The Video Game and Computer Game Top Ten ratings were compiled from game distributors, retailers, and players around the country, and are based on total number of units sold. The Arcade Top Ten is based on the earnings opinions of game operators and is reprinted with permission from RePlay magazine - the coin-op industry's leading trade magazine.





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